Name: Description:

ST ☐   HP ☐   **D**amage **R**esistance
DX ☐   Will ☐   Eyes   Arms
IQ ☐   Per ☐   Neck   Hands
                Skull   Legs
HT ☐   FP ☐   Face   Feet
                Torso   Groin

Move: Speed:
Dodge: Parry: Block:

Advantages   Disadvantages

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions

Skills

Name	Level	Name	Level

Shana Elmsford

Summary

Shana Elmsford plays bass guitar and provides backup vocals for the pop band "Jem and the Holograms." She is also a highly trained CIA black ops agent, specializing in demolitions and explosive ordnance.

Shana was recruited into Project: Hologram at the age of 9, when both her parents were killed in a plane crash. At that time she was sent to live at Starlight House, a foster home that serves as a CIA training facility for Hologram recruits.

Two years ago she was captured by enemy Russian agents while on a mission. Shana endured 72 hours of torture without breaking before finally being liberated by teammates Carmen Alonso and Travis Dunn, who she remains very close to.

Advantages/Disadvantages

Fit (B55): You get +1 to all HT rolls, and regain FP at twice the usual rate (2/minute of rest).

Flashbacks (B136): Sometimes when under stress (roll of 6 or less, made by the GM) you suffer flashbacks lasting 2d seconds of the torture you suffered at the hands of Russian captors years ago. You are at -2 to all skills during this time.

Luck (B66): Once per hour of *real* time, after a dice roll, you may roll twice more and take the best of the three results; or, you can instruct the GM to roll three times for an NPC attacker and use the worst of the three results. Track the time(s) you use Luck below.

First Use: _____ Second Use: _____ Third Use: _____

Synergy Jewelry

The CIA has entrusted you with Synergy Jewelry (ring, earring, necklace, etc.), which can be used once every 24 hours of *game* time to generate amazingly realistic holograms of whatever you instruct. Holograms last no longer than 5 minutes, but do include audio effects as well as visual. Track the time(s) you use your jewelry below.

First Use: _____ Second Use: _____ Third Use: _____

Character Point (CP) Tokens

You can spend a CP Token at any time to:

- Alter your last dice roll: 2 tokens for critical failure to failure; 1 token for failure to success; 2 tokens for success to critical success. These costs are cumulative (for example, 3 tokens to change a failure to a critical success).
- Make a single damaging attack you just suffered into a "flesh wound," ignoring all but 1 HP of damage.

GURPS

CHARACTER SHEET

Name: Shana Elmsford
Race: Human
Appearance: Blue hair, hazel eyes - African-American woman

Player: Demolitions/Bass Guitar
Ht: 5' 7"   **Wt:** 130 lbs.   **Age:** 21

Spent: 250
Unspent: 3

ST 12	[20]	**HP** 12	[0]	**Basic Speed** 5.5 [0]
DX 12	[40]	**Will** 12	[0]	**Basic Move** 5 [0]
IQ 12	[40]	**Per** 12	[0]	**BL** 29 lb (ST×ST)/5
HT 10*	[0]	**FP** 10	[0]	Thr 1d-1 Sw 1d+2
TL 8			[0]	**SM** +0

* Conditional: +1 from 'Fit'

Vision	12	Taste/Smell	12	Death Check	11*
Hearing	12	Fright Check	14†	Broad Jump	2.33 yd
Touch	12	Consciousness	11*	High Jump	1.67 ft

* Includes: +1 from 'Fit'   *† Includes: +2 from 'Combat Reflexes'*

HP
3, 0, -12, -24, -36, -48, -60

FP
3, 0, -10

REACTION MODIFIERS

Appearance: +1*
    * Includes: +1 from 'Appearance'
Status: +0
Other: +0†
    † Conditional: +1 from 'Reputation (Semi-famous musician)'

LANGUAGES

Native	Spoken	Written	Pts
English (Native)	Native	Native	[0]
Non-native	**Spoken**	**Written**	**Pts**
Arabic	Native	Native	[6]

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	8*	9*	
Karate	Knife	DX	None	

Eyes DR: 0 DB: 0
Skull DR: 2 DB: 0
Neck DR: 12/4* DB: 0
Face DR: 0 DB: 0
Torso DR: 12/4* DB: 0
Arms DR: 12/4* DB: 0
Hands DR: 0 DB: 0
Groin DR: 12/4* DB: 0
Legs DR: 12/4* DB: 0
Feet DR: 12/4* DB: 0

Loc.	HP	#
Eyes	2	_____
Neck	–	_____
Skull	–	_____
Face	–	_____
Torso	–	_____
Groin	–	_____
Arms	7	_____
Hands	5	_____
Legs	7	_____
Feet	5	_____

Bonus DR: 0
Bonus DB: 0

Notes:
DR Notes: DR 12 vs. Piercing and Cutting attacks; DR 4 vs. all others

* Includes: +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Appearance (Attractive) {p. B21}	[4]
Combat Reflexes {p. B43}	[15]
Fit {p. B55}	[5]
Luck {p. B66}	[15]
Reputation +1 (Semi-famous musician; 10 or less; Large class) {p. B27}	[2]

DISADVANTAGES

Name	Pts
Duty (CIA; 12 or less (quite often); Extremely Hazardous) {p. B134}	[-15]
Flashbacks (Mild) {p. B136}	[-5]
Secret (CIA assassin; Utter Rejection) {p. B152}	[-10]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (cinematic) {p. B176}	14	IQ+2	[4]
Climbing {p. B183}	13	DX+1	[4]
Computer Operation/TL8 {p. B184}	13	IQ+1	[2]
Criminology/TL8 {p. B186}	13	IQ+1	[4]
Current Affairs/TL8 (Espionage) {p. B186}	12	IQ+0	[1]
Electronics Operation/TL8 (Communications) {p. B189}	12	IQ+0	[2]
Escape {p. B192}	12	DX+0	[4]
Explosives/TL8 (Demolition) {p. B194}	15	IQ+3	[12]
dExplosives/TL8 (Explosive Ordnance Disposal) {p. B194}	14	IQ+2	[7]
dExplosives/TL8 (Underwater Demolition) {p. B194}	13	IQ+1	[1]
Fast-Draw/TL8 (Ammo) {p. B194}	13*	DX+1	[1]
Fast-Draw (Knife) {p. B194}	14*	DX+2	[2]
Fast-Draw (Pistol) {p. B194}	15*	DX+3	[4]
First Aid/TL8 (Human) {p. B195}	14	IQ+2	[4]
Forced Entry {p. B196}	14	DX+2	[4]
Forensics/TL8 {p. B196}	13	IQ+1	[8]
Gesture {p. B198}	12	IQ+0	[1]
Guns/TL8 (Pistol) {p. B198}	15	DX+3	[8]
dGuns/TL8 (Rifle) {p. B198}	13	DX+1	[0]
dGuns/TL8 (Shotgun) {p. B198}	13	DX+1	[0]
dGuns/TL8 (Submachine Gun) {p. B198}	15	DX+3	[6]
Hiking {p. B20}	10	HT+0	[2]
Karate {p. B203}	13	DX+1	[8]
Parry: 10			
Knife {p. B208}	14	DX+2	[4]
Parry: 10			
Lip Reading {p. B205}	12	Per+0	[2]
Musical Instrument (Guitar) {p. B211}	12	IQ+0	[4]
Parachuting/TL8 {p. B212}	12	DX+0	[1]
Performance {p. B212}	12	IQ+0	[2]
Research/TL8 {p. B217}	12	IQ+0	[2]
Savoir-Faire (Espionage) {p. B218}	12	IQ+0	[1]
Search {p. B219}	14	Per+2	[8]
Shadowing {p. B219}	13	IQ+1	[4]
Singing {p. B220}	10	HT+0	[1]
Stealth {p. B222}	13	DX+1	[4]
Swimming {p. B224}	10	HT+0	[1]
Throwing {p. B226}	14	DX+2	[8]
Wrestling {p. B228}	12	DX+0	[2]
Parry: 10			

* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	–	1d-2 cr	C	–	–	
Karate: Punch	13	10	1d cr	C	–	–	
Karate: Kick	11	–	1d+1 cr	C,1	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: swing	14	10	1d cut	C,1	6	4	
Large Knife: thrust	14	10	1d-1 imp	C	6	4	[1]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, .40	15	2d pi+	2	150 yd / 1.08 mi	3	15+1(3)	9	-2	2	3	
Fragmentation Grenade (TL 7)	14	8d cr ex [3d]	–	42 yd	–	–	–	–	–	2	[2]
Large Knife	8	1d-1 imp	–	9.6 yd / 18 yd	1	T(1)	6	-2	–	4	
PDW, 4.6mm	15	4d+1 pi-	3	200 yd / 1.14 mi	15	20+1(3)	7†	-3	2	2	
Stun Grenade	14	HT-5 aff (10 yd.)	–	42 yd	–	–	–	–	–	2	[2,5]

ATTACKS TABLES COLUMN NOTES

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round *up*), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.
Shots "T": The weapon is a *thrown weapon*.

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE

1–2	3–4	5–6
1d-3	1d-2	1d-1

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals†	-3
5	Face	-5(f)/-7(b)	–	Eye‡	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest*	–	–	Jaw	-6
11	Abdomen*	-1	–	Spine§	-8
12	Left Arm	-2	–	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	–	Neck Vein/Artery¶	-8
15	Hand	-4	–	Arm/Leg Joint**	-5
16	Foot	-4	–	Hand/Foot Joint**	-7
17–18	Neck	-5	–	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
‡ Only targetable by impaling, piercing, and tight-beam burning attacks
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

LOAD-OUTS

Qty	« Full Gear »	Cost	Weight
1	Auto Pistol, .40	640	2.1 lb
4	Auto Pistol, .40 (Ammunition)	56	2.8 lb
1	Ballistic Clothing (TL 9) Location: body, limbs, feet	1000	3 lb
3	Fragmentation Grenade (TL 7)	120	3 lb
1	Large Knife	40	1 lb
1	PDW, 4.6mm	800	3.9 lb
2	PDW, 4.6mm (Ammunition)	20	1 lb
1	Radio Earbud, Secure	5000	8 oz
1	Silencer (Pistol)	400	1 lb
3	Stun Grenade	120	3 lb
1	Synergy Jewelry (1x 24 hrs)	0	–
	Totals:	8196	21.3 lb

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[100]
Advantages, Perks	[47]
Disadvantages, Quirks	[-30]
Skills, Techniques	[133]
Total Points Spent:	**250**
Unspent Points:	**3**