GURPS

CHARACTER SHEET

Name Rex Brown Player _____ Point Total 75

Ht 5'10" Wt 135 lbs. Size Modifier 0 Age 20 Unspent Pts _____

Appearance A generic and simple young cowboy.

					CURRENT	
ST	11	[10]	HP	11		[0]
DX	12	[40]	WILL	10		[0]
IQ	10	[0]	PER	10		[0]
HT	10	[0]	FP	10		[0]

BASIC LIFT (ST × ST)/5 24 DAMAGE Thr 1d-1 Sw 1d+1

BASIC SPEED 5.50 [0] BASIC MOVE 5 [0]

Languages	Spoken	Written	
English	native	native	[0]
			[ ]
			[ ]
			[ ]
			[ ]

DR

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

TL: _____ [ ]

Cultural Familiarities

[ ]
[ ]
[ ]

PARRY 10

BLOCK -

Reaction Modifiers

Appearance Average

Status Ordinary

Reputation None

+2 on Fright Checks

`(from Combat Reflexes)

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	24	BM × 1	5	Dodge	9
Light (1) = 2 × BL	48	BM × 0.8	4	Dodge -1	8
Medium (2) = 3 × BL	73	BM × 0.6	3	Dodge -2	7
Heavy (3) = 6 × BL	145	BM × 0.4	2	Dodge -3	6
X-Heavy (4) = 10 × BL	242	BM × 0.2	1	Dodge -4	5

ADVANTAGES AND PERKS

Combat Reflexes	[15]
+1 to Dodge, Parry, and Block*	[ ]
+2 on Fright Checks	[ ]
+6 to IQ rolls to wake up, recover from stun	[ ]
	[ ]
* Bonuses already added to scores on sheet	[ ]
	[ ]
	[ ]
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DISADVANTAGES AND QUIRKS

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SKILLS

Name	Level	Relative Level	
Animal Handling	10	IQ	[2]
Area Knowledge (Whinby)	10	IQ	[1]
Brawling	12	DX	[1]
Climbing	11	DX-1	[1]
Guns (Pistol)	13	DX+1	[2]
Riding (Horse)	11	DX	[1]
Scrounging	11	IQ+1	[2]
			[ ]
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GURPS

CHARACTER SHEET

Name Rex Brown

HAND WEAPONS

Weapon		Damage	Reach	Parry	Notes	Cost	Weight
Punch	(12)	1d-2 cr		10	p. 26		
Kick	(10)	1d cr					
Large Knife	(8)	1d-1 cut		8	Default (DX-4)		

RANGED WEAPONS

Weapon		Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Colt Revolver	(13)	2d+2 pi	2	150/1,850	3	6(3i)	9						
Lever-Action Carbine	(8)	5d pi	4	450/3,000	1	6+1	10				(3i)		
Large Knife	(8)	1d-1 imp	0	9/16	1	T(1)	6						

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
Normal Clothing	worn		
Large Knife	belt sheath		
Colt Revolver (30 bullets)	belt holster		
Lever-Action Carbine (30 bullets)	carried		
Cowboy Gear	saddle bags		
Riding Horse			
	Totals:	$0	0 **Lbs.**

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics		[50]
Advantages/Perks/TL/Languages/ Cultural Familiarity		[15]
Disadvantages/Quirks		[0]
Skills/Techniques		[10]
Other		[ ]

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