Hell on Wheels (Hellhounds)

- ☐ Intro/Questions
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☐ Intro/Questions

- Who has played GURPS? Seen "Sons of Anarchy"?
- Go over Life as a Hellhound: Character Sheet, Gender/Race, Code of Honor, GURPS 4th (rolls, Luck, and injury), and Maneuvers.
- Try to take a 5-10 minute break around 2/2.5 hours in.
- Any questions?

☐ Pistol Pete's (*In Res*)

- The PCs and a young Roadrunner named **Jesse** are in a bar (Pistol Pete's) engulfed in flames. **Pete**, the owner and friend of the Hellhounds, is bleeding out on the floor, and gunshots occasionally ricochet around the room.
- While relaxing at Pistol Pete's with a few Roadrunners, a crew of Marauders chained the doors and started lobbing in Molotov cocktails and shooting up the place. The flames are spreading and the smoke is getting thicker. They need to get out of there, quick (and hopefully with Jesse alive -- he is the younger brother of one of the Roadrunner sergeants).

☐ **Desert Run**

- A few months later and Jesse's older brother, **George**, seeks to repay the Hellhounds (who are struggling to stay afloat) with an unprecedented deal -- detailed info on the FBI's RICO case against them, gained by a hacker friend of the Roadrunners. Investigators, prosecutors, even movements and surveillance of the Marauders, it's all there, a once-in-a-lifetime leverage chip.
- Set up a meet as usual in a remote area of the desert. George and Jesse will bring the USB drive along with the normally scheduled crate of handguns.
- **Jones**, the President of the Hellhounds, sends the four PCs to make the pick up (since surveillance on him is especially tight, and they were the ones who rescued Jesse in the first place). This deal is incredibly important to the future of the club.

☐ **Marauders on the Highway**

- On the way to the meet, run into a crew of 6 Marauders.

☐ **AZ Highway Patrol**

- After the Marauders, get pulled over by a couple of Highway Patrol motorcycle cops.

☐ **Nighttime Cruise**

- This is what being a Hellhound is all about: cool night wind in your hair, no one else on the road, all your problems and cares just gone.

☐ **Carnage**

- The meet spot is total carnage. There are five dead Roadrunners (including George but not Jesse), torn to pieces, blood everywhere. Also five bikes and a locked van with a motorcycle trailer.

☐ **Skinwalker**
- Nearby, they discover some kind of creature, a "werewolf," toying with an injured Jesse. The wolf kills him and attacks the party (her name is **Delilah**, the oldest daughter of the pack -- **Kenneth**, **Rose**, and **Simon**).

☐ **Pack's Revenge**
- If they manage to defeat Delilah, they will find their victory short-lived as they begin hearing angry howls from the darkness. The pack is coming for revenge!

Appendix 1: Motorcycles and Combat

- **Hnd:** Handling
  SR: Stability Rating
  HT: Health (reliability and ruggedness)
  HP: Hit Points
  Move: Acceleration/Top Speed (in yards per second; double for MPH)
  DR: Damage Resistance
- **Control Roll:** Roll against **Driving (Motorcycle) + Hnd** to maintain control. Failure by more than the **SR** indicates a severe failure (possibly pending a second Control Roll at large penalties)
- **Aiming:** Combined bonuses cannot exceed the bike's SR
- **Firing:** -2 to attack (-5 for shotgun)
- **Dodge:** Operator's **Driving (Motorcycle)/2 + Hnd** (rounded down)

Marauders/Cops

ST	13	**Dodge**	10	**Punch**	13	1d+1 cr
DX	13	**Parry**	11	**Kick**	13	1d+3 cr
IQ	11	**Block**		**Pistol**	14	2d pi
HT	12	*HPT*	*yes*			

	HP	Weapon	*sw/thr*
1	10	Club (12)	1d+1/1d-1 cr
2	10	Bat (12)	1d+2 cr
3	10	Knife (13)	1d+2 cut/1d imp
4	10	Club (12)	1d+1/1d-1 cr
5	10	Bat (12)	1d+2 cr
6	10	Knife (13)	1d+2 cut/1d imp
7	10	Club (12)	1d+1/1d-1 cr
8	10	Bat (12)	1d+2 cr
9	10	Knife (13)	1d+2 cut/1d imp
10	10	Club (12)	1d+1/1d-1 cr
11	10	Bat (12)	1d+2 cr
12	10	Knife (13)	1d+2 cut/1d imp
13	10	Club (12)	1d+1/1d-1 cr
14	10	Bat (12)	1d+2 cr
15	10	Knife (13)	1d+2 cut/1d imp
16	10	Club (12)	1d+1/1d-1 cr
17	10	Bat (12)	1d+2 cr
18	10	Knife (13)	1d+2 cut/1d imp

Lieutenant

ST	16	**Dodge**	10	**Punch**	14	1d+1 cr
DX	13	**Parry**	12	**Kick**	14	1d+3 cr
IQ	11	**Block**		**Bat**	14	2d+2 cr
HT	12			*Pistol*	15	2d pi+
HP	14	*HPT*	*yes*			

Leader

ST	15	**Dodge**	11	**Punch**	14	1d+2 cr
DX	14	**Parry**	12	**Kick**	14	1d+4 cr
IQ	13	**Block**		**Knife**	14	1d+1 cut/1d imp
HT	12			*Pistol*	16	3d-1 pi+
HP	14	*HPT*	*yes*			

Skinwalkers

Delilah (Daughter)

ST	26	**Dodge**	10	**Claws**	14	2d+2 cut	
DX	14	**Parry**	12	**Kick**	14	3d cut	
IQ	12	**Block**		**Bite**	14	2d cut, vs. HT	
HT	11			**Club**			
HP	26	*HPT*	*yes*	**DR**	4		

Rose (Mother)

ST	26	**Dodge**	11	**Claws**	16	2d+2 cut	
DX	17	**Parry**	12	**Kick**	16	3d cut	
IQ	11	**Block**		**Bite**	16	2d cut, vs. HT	
HT	12						
HP	26	*HPT*	*yes*	**DR**	5		

Kenneth (Father)

ST	30	**Dodge**	10	**Claws**	16	3d-1 cut	
DX	16	**Parry**	12	**Kick**	16	3d cut	
IQ	12	**Block**		**Bite**	16	2d+2 cut, vs. HT	
HT	12						
HP	40	*HPT*	*yes*	**DR**	5		

Simon (Son)

ST	28	**Dodge**	11	**Claws**	14	3d-2 cut	
DX	15	**Parry**	12	**Kick**	14	3d-1 cut	
IQ	10	**Block**		**Bite**	14	2d+1 cut, vs. HT	
HT	11						
HP	35	*HPT*	*yes*	**DR**	4		

Life as a Hellhound...

Code of Honor

- Whatever differences you and your club brothers might have, you all share at least one thing in common -- the Hellhounds are the only ones in this miserable world who have always had your back, shown you respect, and helped put food on the table for you and yours. The Hellhounds are your brothers, your family. Everyone else is either...
- *Cops.* Law enforcement at all levels is constantly getting in your business and looking for ways to lock you up. Messing with cops usually gets you beaten, locked up, or killed, and brings heat to the rest of the club. Try to avoid, if at all possible.
- *Other Criminals.* The Hellhounds have been in a war for Arizona border territory with the Marauders for years. Otherwise, they are officially neutral with all other clubs. Locally, in the PCs' charter, they frequently do business with the Roadrunners out of New Mexico.
- *Civilians.* Anyone not a cop or in another gang... doesn't really matter much. They are just the faceless herd you prey on to survive. Unless you're actively committing a crime against them, it's like they're not even there.

GURPS 4th Edition

- When rolling to accomplish anything, roll 3d6 -- the lower the result, the better.
    - A roll of **3** or **4** is always a critical success
    - A roll of **5** is a critical success if your effective skill is 15+
    - A roll of **6** is a critical success if your effective skill is 16+
    - A roll of **18** is always a critical failure
    - A roll of **17** is a critical failure if your effective skill is 15 or less
- **Luck**. Once per hour of *real time*, you may use your Luck to...
    - Make two more rolls after a bad roll and keep the best of the three, OR...
    - Force an enemy to do the same, but take the *worst* of the three, OR...
    - Reduce an injury you just received to a 1-point flesh wound
- If you are reduced to...
    - **4 or less** Hit Points, your Move and Dodge are reduced to half
    - **0 or less** Hit Points, you are in immediate danger of falling unconscious
    - **-1xHP or less** Hit Points, you are in immediate danger of death
    - **-5xHP or less** Hit Points, you are immediately dead

MANEUVERS

AIM (1): aim a Ranged weapon/attack to get its Accuracy bonus (additional +1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (3): +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

ALL-OUT DEFENSE (1): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1): attack unarmed or with a ready weapon/ability

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

CONCENTRATE (1): focus on a mental task

COMMITTED ATTACK (1): +2 to hit, *or* +1 damage (Melee only) – but -2 to usable defenses (no Parry with the hand you attacked with, no Block if you attacked with shield/cloak, no Dodge if you kicked. Cannot Retreat)

DEFENSIVE ATTACK (1): -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling

DO NOTHING (0): take no action

EVALUATE (1): study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

FEINT (1): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest)

MOVE AND ATTACK (6): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

MOVE (6): do nothing but move

READY (1): prepare a weapon or other item, reload a weapon, etc.

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses

Rapid Strike: Make two Melee attacks, *both* at -6, to replace *one* normal Melee attack. Can target separate foes.

Dual-Weapon Attack: Use both hands to make two attacks (including pistols), each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for Melee). Foe defends at -1 if he is the target of both attacks.

Flurry of Blows*: Halve the penalty for Rapid Strike to -3 by spending 2 FP (1 FP *per attack*), OR…

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

Feverish Defense*: Spend 1 FP to add +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 +1 to Parry or Block

Dodge and Drop: *Once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR
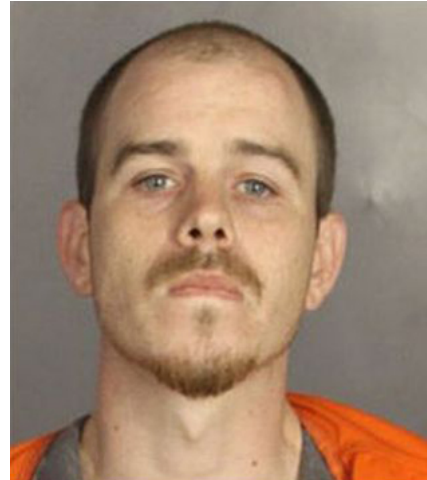
Bill Galicki, *The Street Rat*

Age: 22   **Ht:** 5'10"   **Wt:** 165 lbs.   **Patched for:** 2 years

ST (Strength)	12	Above Average
DX (Dexterity)	13	Above Average
IQ (Intelligence)	10	Average
HT (Health)	11	Average

Summary: A meth addict biker who supports his drug use through theft and other crimes. (*Addiction: Meth*)

Prior Arrests For: Assault, Battery, Burglary, Larceny, Possession (Meth), Possession with Intent to Distribute

Social Approaches: Streetwise (13), Fast-Talk (12), or Savoir Faire (OMG, 11)

Armed Fighting Skills: Knife (16), Club (14), Guns (Pistol-14; Rifle, Shotgun, SMG-13)

Carries: Large Knife (Fine quality), Revolver, Tire Thumper

Unarmed Fighting Skill: Brawling (14), allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling (12) skill. If your target fails to defend, you do no damage but do successfully grapple. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Trait: *Enhanced Dodge.* You are better than others at dodging incoming attacks.

Dominic Ingemi, *The Psycho*

Age: 30   **Ht:** 6'0"   **Wt:** 195 lbs.   **Patched for:** 5 years

ST (Strength)	14	Well Above Average
DX (Dexterity)	13	Above Average
IQ (Intelligence)	10	Average
HT (Health)	11	Average

Summary: A bloodthirsty biker with no real sense of remorse or empathy. (*Bloodlust, Callous*)

Prior Arrests For: Assault, Battery, Assault of a Police Officer, Manslaughter, Murder, Resisting Arrest, Witness Tampering

Social Approaches: Streetwise (13), Fast-Talk (12), Intimidation (12), , or Savoir Faire (OMG, 12)

Armed Fighting Skills: Guns (Pistol-16; Rifle, Shotgun, SMG-14), Knife (15), Club (13)

Carries: Semi-Auto Pistol, Large Knife

Unarmed Fighting Skill: Karate (15), allowing you to Parry two *different* melee attacks per turn (whether armed or unarmed), one with each hand. Retreat gives a +3 to Parry instead of the usual +1.

Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling (14) skill. If your target fails to defend, you do no damage but do successfully grapple. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Trait: *Recovery.* You recover from unconsciousness much faster than others.
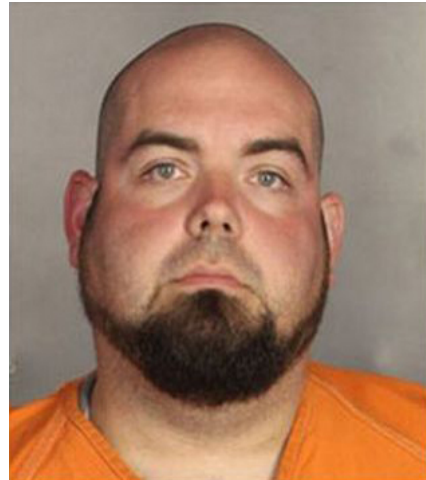
Jeremiah "Jerry" Fordham, *The Brawler*

Age: 37   **Ht:** 6'4"   **Wt:** 245 lbs.   **Patched for:** 15 years

ST (Strength)	14/17	Well Above Average
DX (Dexterity)	12	Above Average
IQ (Intelligence)	10	Average
HT (Health)	12	Above Average

Summary: An aggressive, quick-to-fight biker who enjoys bullying those weaker than himself. (*Bully*)

Prior Arrests For: Assault, Battery, Disorderly Conduct, Manslaughter (Involuntary), Resisting Arrest

Social Approaches: Savoir Faire (OMG, 13), Intimidation (12), Streetwise (12), or Fast-Talk (11)

Armed Fighting Skills: Club (14), Guns (Pistol-14; Rifle, Shotgun, SMG-13), Knife (14)

Carries: Brass Knuckles, Tire Thumper, Semi-Auto Pistol , Large Knife

Unarmed Fighting Skill: Brawling (15), allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling (13) skill. If your target fails to defend, you do no damage but do successfully grapple. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Trait: *Striking ST.* You deal more melee damage than others.

Lou Brennen, *The Prospect*

Age: 21   **Ht:** 5'10"   **Wt:** 155 lbs.   **Prospect for:** 8 months

ST (Strength)	12/14	Above Average
DX (Dexterity)	13	Above Average
IQ (Intelligence)	12	Above Average
HT (Health)	11	Average
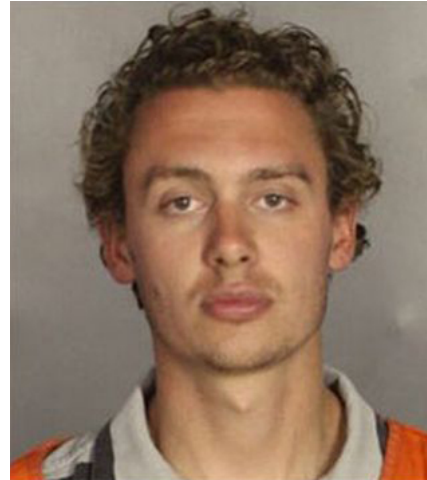
Summary: A thrill-seeking biker with little regard for the safety of himself or others. (*On the Edge*, must usually All-Out Attack)

Prior Arrests For: Disorderly Conduct, DUI, Public Indecency, Public Intoxication, Public Nudity, Resisting Arrest

Social Approaches: Streetwise (13), Diplomacy (12), Fast-Talk (12), or Savoir Faire (OMG, 12)

Armed Fighting Skills: Guns (Pistol-15; Rifle, Shotgun, SMG-14), Club (14), Knife (14)

Carries: Semi-Auto Pistol , Large Knife

Unarmed Fighting Skill: Brawling (15), allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling (14) skill. If your target fails to defend, you do no damage but do successfully grapple. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Traits: *Daredevil.* Get a +1 skill bonus whenever taking *unnecessary* risks.
Striking ST. You deal more melee damage than others.

Harold "Sarge" McKay, *The Soldier*

Age: 38   **Ht:** 6'0"   **Wt:** 200 lbs.   **Patched for:** 13 years

ST (Strength)	13	Above Average
DX (Dexterity)	13	Above Average
IQ (Intelligence)	11	Average
HT (Health)	11	Average

Summary: An alcoholic biker whose been patched since an Army dishonorable discharge. (*Alcoholism*)

Prior Arrests For: Disorderly Conduct, Driving Under Influence, Public Intoxication

Social Approaches: Fast-Talk (13), Savoir Faire (OMG, 13), Diplomacy (12), or Streetwise (11)

Armed Fighting Skills: Guns (Pistol, Rifle-15; Shotgun, SMG-14), Club (13), Knife (13)

Carries: Semi-Auto Pistol, Revolver, Sawed-Off Shotgun, Large Knife

Unarmed Fighting Skill: Boxing (15), allowing you to Parry (11) two *different* melee attacks per turn (one with each hand). Parries are at -2 against kicks and -3 against swung weapons. **Or**, Brawling (13), allowing you to Parry (10) two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling (13) skill. If your target fails to defend, you do no damage but do successfully grapple. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Trait: *Ambidexterity.* You are equally adept with either hand.

Albert "Smitty" Smith, *The Survivalist*

Age: 31   **Ht:** 5'11"   **Wt:** 180 lbs.   **Patched for:** 8 years

ST (Strength)	12	Above Average
DX (Dexterity)	13	Above Average
IQ (Intelligence)	11	Average
HT (Health)	12	Above Average
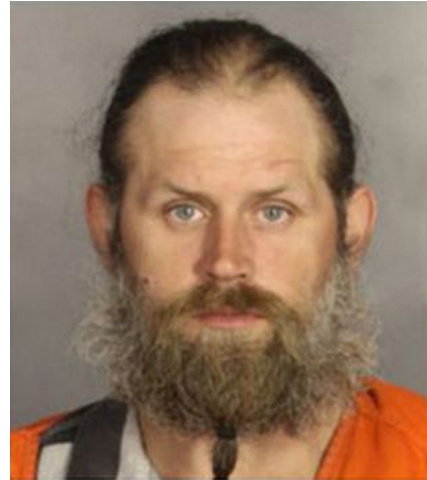
Summary: A "doomsday prepper" biker who is convinced he will see the collapse of society in his lifetime. (*Paranoia*)

Prior Arrests For: Assault, Disorderly Conduct, Possession of an Illegal Firearm

Social Approaches: Fast-Talk (13), Savoir Faire (OMG, 12), or Streetwise (13)

Armed Fighting Skills: Guns (Pistol, Rifle-15; Shotgun, SMG-14), Knife (14), Club (13)

Carries: Revolver, Large Knife, Tire Thumper

Unarmed Fighting Skill: Brawling (14), allowing you to Parry two *different* melee attacks per turn (one with each hand). No penalty against other unarmed attacks or thrusting weapons, -3 against swung weapons.

Grappling: Use an Attack, All-Out Attack, or Move and Attack maneuver to roll against your Wrestling (13) skill. If your target fails to defend, you do no damage but do successfully grapple. Once grappled, you may then attempt a Takedown; once taken down, you may attempt a Pin.

Unique Trait: *Common Sense:* The GM will allow you an IQ roll to reconsider making poor/dangerous choices.

GURPS

CHARACTER SHEET

Name: Bill Galicki
Race: Human
Appearance:
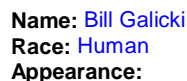
Player: The Street Rat
Ht: 5'10"   **Wt:** 165   **Age:** 22
Spent: 225
Unspent: 0

ST 12 [20]	**HP** 12 [0]	**Basic Speed** 6 [0]		
DX 13 [60]	**Will** 10 [0]	**Basic Move** 6 [0]		
IQ 10 [0]	**Per** 12 [10]	**BL** 29 lb (ST×ST)/5		
HT 11 [10]	**FP** 11 [0]	Thr 1d-1 Sw 1d+2		
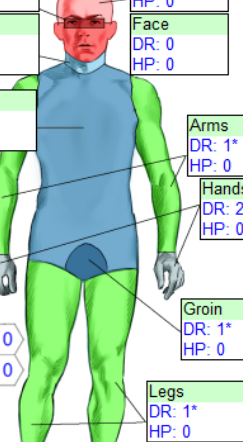
TL 8 [0]   **SM** +0

Vision	12	Taste/Smell	12	Death Check	11
Hearing	12	Fright Check	12*	High Jump	2.17 ft
Touch	12	Consciousness	11	Broad Jump	3 yd

* +2 from 'Combat Reflexes'

HP _____ 3, 0, -12, -24, -36, -48, -60   **FP** _____ 3, 0, -11

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	8*	11†	
Brawling	Club	DX	None	

Eyes DR: 0 HP: 0
Skull DR: 2 HP: 0
Neck DR: 0 HP: 0
Face DR: 0 HP: 0
Torso DR: 1* HP: 0
Arms DR: 1* HP: 0
Hands DR: 2* HP: 0
Groin DR: 1* HP: 0
Legs DR: 1* HP: 0
Feet DR: 5/2 HP: 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:

* +1 from 'Combat Reflexes'
† +1 from 'Combat Reflexes', +1 from 'Enhanced Dodge'

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Enhanced Dodge 1 {p. B51}	[15]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Luck {p. B66}	[15]

DISADVANTAGES

Name	Pts
Addiction (Meth; none; Totally addictive; Illegal) {p. B122}	[-10]
Code of Honor (Biker) {p. B127}	[-5]
Duty (Hellhounds; 12 or less (quite often)) {p. B134}	[-10]
Enemy (Law Enforcement; A large group (21-1,000 people); 9 or less) {p. B135}	[-30]
Social Stigma -1 (Biker) {p. B155}	[-5]

NOTES

Arrests for: Assault, Battery, Burglary, Larceny, Possession (Meth), Possesion w/ Intent to Distribute (Meth)
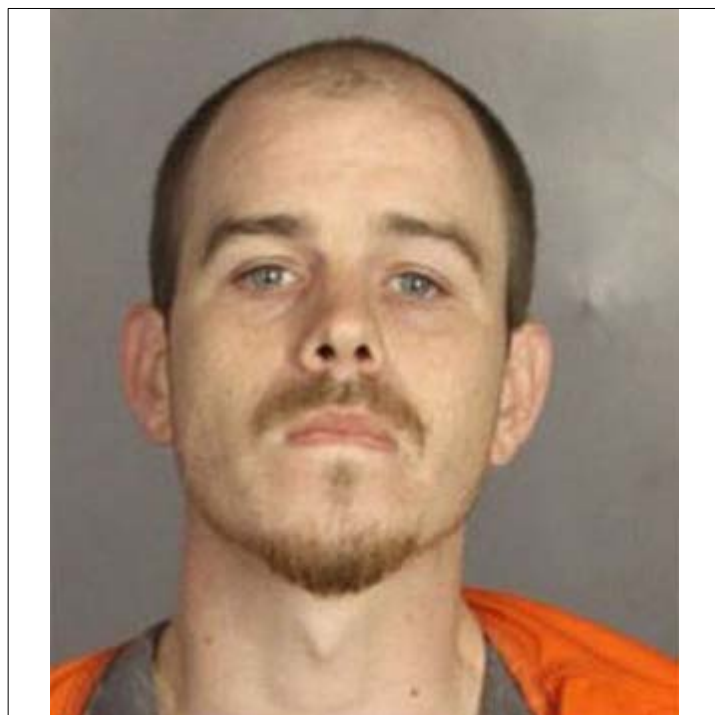
SKILLS

Name	Level	Relative	Pts
Armoury/TL8 (Small Arms) {p. B178}	10	IQ+0	[2]
Body Language (Human) {p. B181}	13	Per+1	[4]
Brawling {p. B182}	14	DX+1	[2]
Parry: 11			
Climbing {p. B183}	14	DX+1	[4]
Club {p. B208}	14	DX+1	[4]
Parry: 11			
Driving/TL8 (Automobile) {p. B188}	12	DX-1	[1]
Driving/TL8 (Motorcycle) {p. B188}	13	DX+0	[2]
Escape {p. B192}	13	DX+0	[4]
Fast-Draw (weapon) {p. B194}	14*	DX+1	[1]
Fast-Talk {p. B195}	12	IQ+2	[8]
Filch {p. B195}	14	DX+1	[4]
First Aid/TL8 (Human) {p. B195}	12	IQ+2	[4]
Guns/TL8 (Pistol) {p. B198}	14	DX+1	[2]
Guns/TL8 (Rifle) {p. B198}	13	DX+0	[1]
Guns/TL8 (Shotgun) {p. B198}	13	DX+0	[1]
Guns/TL8 (SMG) {p. B198}	13	DX+0	[1]
Heraldry {p. B199}	11	IQ+1	[4]
Holdout {p. B200}	11	IQ+1	[4]
Knife {p. B208}	16	DX+3	[8]
Parry: 11			
Law (local) {p. B204}	11	IQ+1	[8]
Lockpicking/TL8 {p. B206}	13	IQ+3	[12]
Mechanic/TL8 (motorcycle) {p. B207}	11	IQ+1	[4]
Merchant {p. B209}	11	IQ+1	[4]
Pickpocket {p. B213}	14	DX+1	[8]
Savoir-Faire (OMG) {p. B218}	11	IQ+1	[2]
Scrounging {p. B218}	13	Per+1	[2]
Search {p. B219}	12	Per+0	[2]
Shadowing {p. B219}	12	IQ+2	[8]
Stealth {p. B222}	14	DX+1	[4]
Streetwise {p. B223}	13	IQ+3	[12]
Urban Survival {p. B228}	12	Per+0	[2]
Wrestling {p. B228}	12	DX-1	[1]
Parry: 10			

* +1 from 'Combat Reflexes'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch Skill used: Brawling	14	11	1d-2 cr	C	–	–	
Brawling: Kick Skill used: Brawling-2	12	–	1d cr	C,1	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing Skill used: Knife	16	11	1d+1 cut	C,1	6	4	
Large Knife: Thrust Skill used: Knife	16	11	1d imp	C	6	4	[1]
Tire Thumper: Swing Skill used: Club	14	11	1d+4 cr	1	10	4	
Tire Thumper: Thrust Skill used: Club	14	11	1d+1 cr	1	10	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife: Thrown Skill used: DX-4	9	1d imp	–	10 yd / 18 yd	1	T(1)	6	-2	–	4	
Revolver Skill used: Guns (Pistol)	14	3d-1 pi	2	185 yd / 1.14 mi	3	6(3i)	10	-2	3	3	

Shots "T": The weapon is a *thrown weapon.*
Shots "i": Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	11	10	9	8	7

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

Mvmt.	1–2	3–4	5–7
Dmg.	1d-3	1d-2	1d-1

JUMP TABLE

Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

HUMANOID HIT LOCATION TABLE

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

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Roll 1d: 1 is a vitals hit, 2–4 is a digestive tract hit, 5 is a pelvis hit, 6 is a groin hit
‡ 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, *Hit Locations*, p. LT100, and *Abdomen*, p. LT:IA19.

EQUIPMENT

Qty	Item	Cost	Weight
1	Large Knife (TL0; Fine Quality) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	Leather Gloves (TL1) {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	–
1	Leather Jacket (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	Leather Pants (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Location: groin, legs	40	3 lb
1	Reinforced Boots (TL7) {p. B284} Description: TL:7 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Location: feet	75	3 lb
1	Revolver (TL7) {p. B278} Description: TL:7 LC:3 Damage:3d-1 pi Acc:2 Range:185/2000 RoF:3 Shots:6(3i) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol)	500	3 lb
1	Tire Thumper (TL0) {p. B271} Description: TL:0 LC:4, [Mode:swing Dam:sw+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword]	5	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.

GURPS

CHARACTER SHEET

Name: Dominic Ingemi
Race: Human
Appearance:

Player: The Psycho
Ht: 6'0" **Wt:** 195 **Age:** 30
Spent: 225
Unspent: 0

ST 14	[40]	**HP** 14	[0]	**Basic Speed** 6	[0]	
DX 13	[60]	**Will** 10	[0]	**Basic Move** 6	[0]	
IQ 10	[0]	**Per** 12	[10]	**BL** 39 lb	(ST×ST)/5	
HT 11	[10]	**FP** 11	[0]	**Thr** 1d	**Sw** 2d	

TL 8 [0] **SM** +0

Vision	12	Taste/Smell	12	Death Check	11
Hearing	12	Fright Check	12*	High Jump	2.17 ft
Touch	12	Consciousness	11	Broad Jump	3 yd

* +2 from 'Combat Reflexes'

HP ___ 4, 0, -14, -28, -42, -56, -70 **FP** ___ 3, 0, -11

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	10*	
Karate	Club	DX	None	

Eyes DR: 0 HP: 0
Skull DR: 2 HP: 0
Neck DR: 0 HP: 0
Face DR: 0 HP: 0
Torso DR: 1* HP: 0
Arms DR: 1* HP: 0
Hands DR: 2* HP: 0
Groin DR: 1* HP: 0
Legs DR: 1* HP: 0
Feet DR: 5/2 HP: 0

Loc.	HP	#
Eyes	2	___
Neck	–	___
Skull	–	___
Face	–	___
Torso	–	___
Groin	–	___
Arms	8	___
Hands	5	___
Legs	8	___
Feet	5	___

Bonus DR: 0
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Luck {p. B66}	[15]
Recovery {p. B80}	[10]

DISADVANTAGES

Name	Pts
Bloodlust (12 or less) {p. B125}	[-10]
Callous {p. B125}	[-5]
Code of Honor (Biker) {p. B127}	[-5]
Duty (Hellhounds; 12 or less (quite often)) {p. B134}	[-10]
Enemy (Law Enforcement; A large group (21-1,000 people); 9 or less) {p. B135}	[-30]
Social Stigma -1 (Biker) {p. B155}	[-5]

NOTES

Arrests for: Assault and Battery, Assault of a Police Officer, Manslaughter, Murder, Resisting Arrest, Witness Tampering

SKILLS

Name	Level	Relative	Pts
Armoury/TL8 (Small Arms) {p. B178}	12	IQ+2	[8]
Climbing {p. B183}	13	DX+0	[2]
Club {p. B208}	13	DX+0	[2]
Parry: 10			
Driving/TL8 (Automobile) {p. B188}	12	DX-1	[1]
Driving/TL8 (Motorcycle) {p. B188}	14	DX+1	[4]
Fast-Draw (weapon) {p. B194}	14*	DX+1	[1]
Fast-Talk {p. B195}	12	IQ+2	[8]
First Aid/TL8 (Human) {p. B195}	12	IQ+2	[4]
Guns/TL8 (Pistol) {p. B198}	16	DX+3	[8]
d Guns/TL8 (Rifle) {p. B198}	14	DX+1	[0]
d Guns/TL8 (Shotgun) {p. B198}	14	DX+1	[0]
d Guns/TL8 (Submachine Gun) {p. B198}	14	DX+1	[0]
Heraldry {p. B199}	11	IQ+1	[4]
Holdout {p. B200}	10	IQ+0	[2]
Intimidation {p. B202}	12†	Will+2	[8]
Karate {p. B203}	15	DX+2	[12]
Parry: 11			
Knife {p. B208}	15	DX+2	[4]
Parry: 10			
Law (local) {p. B204}	10	IQ+0	[4]
Lockpicking/TL8 {p. B206}	11	IQ+1	[4]
Mechanic/TL8 (motorcycle) {p. B207}	12	IQ+2	[8]
Pickpocket {p. B213}	12	DX-1	[2]
Savoir-Faire (OMG) {p. B218}	12	IQ+2	[4]
Scrounging {p. B218}	13	Per+1	[2]
Search {p. B219}	13	Per+1	[4]
Shadowing {p. B219}	12	IQ+2	[8]
Stealth {p. B222}	13	DX+0	[2]
Streetwise {p. B223}	12	IQ+2	[8]
Urban Survival {p. B228}	12	Per+0	[2]
Wrestling {p. B228}	14	DX+1	[4]
Parry: 11			

* +1 from 'Combat Reflexes'
† Cond. +1 from 'Callous' when you use threats or torture

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Karate: Punch Skill used: Karate	15	11	1d+1 cr	C	–	–	
Karate: Kick Skill used: Karate-2	13	–	1d+3 cr	C,1	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing Skill used: Knife	15	10	2d-2 cut	C,1	6	4	
Large Knife: Thrust Skill used: Knife	15	10	1d imp	C	6	4	[1]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, 9mm (TL 7) Skill used: Guns (Pistol)	16	2d+2 pi	2	150 yd / 1.05 mi	3	15+1(3)	9	-2	2	3	
Large Knife: Thrown Skill used: DX-4	9	1d imp	–	11 yd / 21 yd	1	T(1)	6	-2	–	4	

Shots "T": The weapon is a *thrown weapon.*

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 lb

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

SLAM TABLE

Mvmt.	1	2–3	4–7
Dmg.	1d-3	1d-2	1d-1

JUMP TABLE

Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

EQUIPMENT

Qty	Item	Cost	Weight
1	Auto Pistol, 9mm (TL 7; TL7) {p. B278} Description: TL:7 LC:3 Damage:2d+2 pi Acc:2 Range:150/1850 RoF:3 Shots:15+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	600	2.6 lb
1	Large Knife (TL0) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	Leather Gloves (TL1) {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	–
1	Leather Jacket (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	Leather Pants (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Location: groin, legs	40	3 lb
1	Reinforced Boots (TL7) {p. B284} Description: TL:7 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Location: feet	75	3 lb

HUMANOID HIT LOCATION TABLE

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

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Roll 1d: 1 is a vitals hit, 2–4 is a digestive tract hit, 5 is a pelvis hit, 6 is a groin hit
‡ 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, impaling, 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, *Hit Locations*, p. LT100, and *Abdomen*, p. LT:IA19.

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.

GURPS

CHARACTER SHEET

Name: Jeremiah "Jerry" Fordham
Race: Human
Appearance:

Player: The Brawler
Ht: 6'4" **Wt:** 245 **Age:** 37

Spent: 225
Unspent: 0

ST 14* [40]	**HP** 14 [0]	**Basic Speed** 6 [0]	
DX 12 [40]	**Will** 10 [0]	**Basic Move** 6 [0]	
IQ 10 [0]	**Per** 12 [10]	**BL** 39 lb (ST×ST)/5	
HT 12 [20]	**FP** 12 [0]	Thr 1d+2	Sw 3d-1

* Cond. +3 from 'Striking ST'

TL 8 [0] **SM** +0

Vision	12	Taste/Smell	12	Death Check	12
Hearing	12	Fright Check	12*	High Jump	2.17 ft
Touch	12	Consciousness	12	Broad Jump	3 yd

* +2 from 'Combat Reflexes'

HP ___ 4, 0, -14, -28, -42, -56, -70   **FP** ___ 3, 0, -12

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	8*	10*	
Brawling	Club	DX	None	

Eyes DR: 0 HP: 0
Skull DR: 2 HP: 0
Neck DR: 0 HP: 0
Face DR: 0 HP: 0
Torso DR: 1* HP: 0
Arms DR: 1* HP: 0
Hands DR: 2* HP: 0
Groin DR: 1* HP: 0
Legs DR: 1* HP: 0
Feet DR: 5/2 HP: 0

Loc.	HP	#
Eyes	2	___
Neck	–	___
Skull	–	___
Face	–	___
Torso	–	___
Groin	–	___
Arms	8	___
Hands	5	___
Legs	8	___
Feet	5	___

Bonus DR: 0
Bonus DB: 0

Notes:

* +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Luck {p. B66}	[15]
Striking ST 3 {p. B89}	[15]

DISADVANTAGES

Name	Pts
Bully (12 or less) {p. B125}	[-10]
Code of Honor (Biker) {p. B127}	[-5]
Duty (Hellhounds; 12 or less (quite often)) {p. B134}	[-10]
Enemy (Law Enforcement; A large group (21-1,000 people); 9 or less) {p. B135}	[-30]
Social Stigma -1 (Biker) {p. B155}	[-5]

NOTES

Arrests for: Assault and Battery, Disorderly Conduct, Manslaughter (Inv), Resisting Arrest

SKILLS

Name	Level	Relative	Pts
Armoury/TL8 (Small Arms) {p. B178}	10	IQ+0	[2]
Brawling {p. B182}	15	DX+3	[8]
Parry: 11			
Climbing {p. B183}	13	DX+1	[4]
Club {p. B208}	14	DX+2	[8]
Parry: 11			
Driving/TL8 (Automobile) {p. B188}	11	DX-1	[1]
Driving/TL8 (Motorcycle) {p. B188}	14	DX+2	[8]
Fast-Draw (weapon) {p. B194}	13*	DX+1	[1]
Fast-Talk {p. B195}	11	IQ+1	[4]
First Aid/TL8 (Human) {p. B195}	12	IQ+2	[4]
Guns/TL8 (Pistol) {p. B198}	14	DX+2	[4]
d Guns/TL8 (Rifle) {p. B198}	13	DX+1	[1]
d Guns/TL8 (Shotgun) {p. B198}	13	DX+1	[1]
d Guns/TL8 (Submachine Gun) {p. B198}	13	DX+1	[1]
Heraldry {p. B199}	12	IQ+2	[8]
Holdout {p. B200}	11	IQ+1	[4]
Intimidation {p. B202}	12	Will+2	[8]
Knife {p. B208}	14	DX+2	[4]
Parry: 10			
Law (local) {p. B204}	10	IQ+0	[4]
Mechanic/TL8 (motorcycle) {p. B207}	12	IQ+2	[8]
Savoir-Faire (OMG) {p. B218}	13	IQ+3	[8]
Scrounging {p. B218}	12	Per+0	[1]
Search {p. B219}	12	Per+0	[2]
Shadowing {p. B219}	12	IQ+2	[8]
Stealth {p. B222}	12	DX+0	[2]
Streetwise {p. B223}	12	IQ+2	[8]
Thrown Weapon (Knife) {p. B226}	13	DX+1	[2]
Urban Survival {p. B228}	12	Per+0	[2]
Wrestling {p. B228}	13	DX+1	[4]
Parry: 10			

* +1 from 'Combat Reflexes'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch Skill used: Brawling	15	11	1d+2 cr	C	–	–	
Brawling: Kick Skill used: Brawling-2	13	–	1d+4 cr	C,1	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brass Knuckles Skill used: Brawling	15	11	1d+3 cr	C	–	4	[3]
Large Knife: Swing Skill used: Knife	14	10	3d-3 cut	C,1	6	4	
Large Knife: Thrust Skill used: Knife	14	10	1d+2 imp	C	6	4	[1]
Tire Thumper: Swing Skill used: Club	14	11	3d+1 cr	1	10	4	
Tire Thumper: Thrust Skill used: Club	14	11	1d+4 cr	1	10	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, 9mm (TL 7) Skill used: Guns (Pistol)	14	2d+2 pi	2	150 yd / 1.05 mi	3	15+1(3)	9	-2	2	3	
Large Knife: Thrown Skill used: Thrown Weapon (Knife)	13	1d+2 imp	–	14 yd / 26 yd	1	T(1)	6	-2	–	4	

Shots "T": The weapon is a *thrown weapon.*

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	39 lb	78 lb	117 lb	234 lb	390 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	78 lb	312 lb	468 lb	585 lb	1950 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

Mvmt.	1	2–3	4–7
Dmg.	1d-3	1d-2	1d-1

JUMP TABLE

Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

HUMANOID HIT LOCATION TABLE

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

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Roll 1d: 1 is a vitals hit, 2–4 is a digestive tract hit, 5 is a pelvis hit, 6 is a groin hit
‡ 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, impaling, 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, *Hit Locations*, p. LT100, and *Abdomen*, p. LT:IA19.

EQUIPMENT

Qty	Item	Cost	Weight
1	Auto Pistol, 9mm (TL 7; TL7) {p. B278} Description: TL:7 LC:3 Damage:2d+2 pi Acc:2 Range:150/1850 RoF:3 Shots:15+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	600	2.6 lb
1	Brass Knuckles (TL1) {p. B271} Description: TL:1 LC:4, Dam:thr cr Reach:C Parry:0 ST:-- Skill:Boxing, Brawling, Karate, DX Notes: [3] Brawling increases all unarmed damage; claws and Karate improve damage with punches and kicks (claws don't affect damage with brass knuckles or boots); Boxing improves punching damage. Calculated damage takes into account these skill bonuses.	10	4 oz
1	Large Knife (TL0) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	Leather Gloves (TL1) {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	–
1	Leather Jacket (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	Leather Pants (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Location: groin, legs	40	3 lb
1	Reinforced Boots (TL7) {p. B284} Description: TL:7 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Location: feet	75	3 lb
1	Tire Thumper (TL0) {p. B271} Description: TL:0 LC:4, [Mode:swing Dam:sw+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword]	5	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.

GURPS CHARACTER SHEET

Name: Lou Brennen
Race: Human
Appearance:

Player: The Prospect **Spent:** 225
Ht: 5'10" **Wt:** 155 **Age:** 21 **Unspent:** 0

ST 12*	[20]	**HP** 12	[0]	**Basic Speed** 6	[0]	
DX 13	[60]	**Will** 12	[0]	**Basic Move** 6	[0]	
IQ 12	[40]	**Per** 13	[5]	**BL** 29 lb	(ST×ST)/5	
HT 11	[10]	**FP** 11	[0]	**Thr** 1d	**Sw** 2d	

* Cond. +2 from 'Striking ST'

TL 8 [0] **SM** +0

Vision	13	Taste/Smell	13	Death Check	11
Hearing	13	Fright Check	14*	High Jump	2.17 ft
Touch	13	Consciousness	11	Broad Jump	3 yd

* +2 from 'Combat Reflexes'

HP 3, 0, -12, -24, -36, -48, -60
FP 3, 0, -11

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	8*	10*	
Brawling	Club	DX	None	

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

Bonus DR: 0
Bonus DB: 0
Notes:

Body locations:
- Eyes DR: 0 HP: 0
- Skull DR: 2 HP: 0
- Neck DR: 0 HP: 0
- Face DR: 0 HP: 0
- Torso DR: 1* HP: 0
- Arms DR: 1* HP: 0
- Hands DR: 2* HP: 0
- Groin DR: 1* HP: 0
- Legs DR: 1* HP: 0
- Feet DR: 5/2 HP: 0

* +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Daredevil {p. B47}	[15]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 15 (Will+3)	
Luck {p. B66}	[15]
Striking ST 2 {p. B89}	[10]

DISADVANTAGES

Name	Pts
Code of Honor (Biker) {p. B127}	[-5]
Duty (Hellhounds; 12 or less (quite often)) {p. B134}	[-10]
Enemy (Law Enforcement; A large group (21-1,000 people); 9 or less) {p. B135}	[-30]
On the Edge (12 or less) {p. B147}	[-15]
Social Stigma -1 (Biker) {p. B155}	[-5]

NOTES

Arrests for: Disorderly Conduct, DUI, Public Indecency, Public Intoxication, Public Nudity, Resisting Arrest

SKILLS
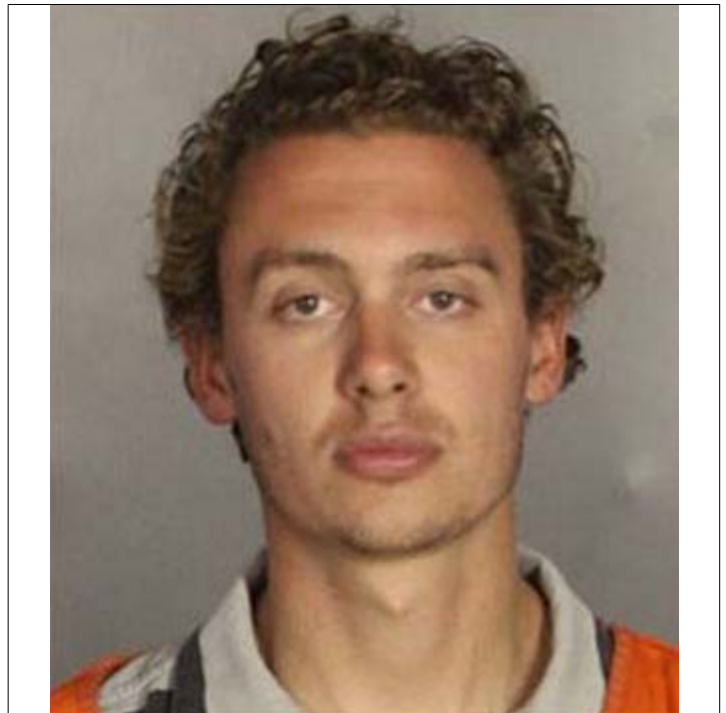
Name	Level	Relative	Pts
Armoury/TL8 (Small Arms) {p. B178}	12	IQ+0	[2]
Body Language (Human) {p. B181}	14	Per+1	[4]
Brawling {p. B182}	15	DX+2	[4]
Parry: 11			
Climbing {p. B183}	13	DX+0	[2]
Club {p. B208}	14	DX+1	[4]
Parry: 11			
Detect Lies {p. B187}	11	Per-2	[1]
Diplomacy {p. B187}	12	IQ+0	[4]
Driving/TL8 (Automobile) {p. B188}	12	DX-1	[1]
Driving/TL8 (Motorcycle) {p. B188}	13	DX+0	[2]
Fast-Draw (weapon) {p. B194}	15*	DX+2	[2]
Fast-Talk {p. B195}	12	IQ+0	[2]
First Aid/TL8 (Human) {p. B195}	13	IQ+1	[2]
Guns/TL8 (Pistol) {p. B198}	15	DX+2	[4]
dGuns/TL8 (Rifle) {p. B198}	14	DX+1	[1]
dGuns/TL8 (Shotgun) {p. B198}	14	DX+1	[1]
dGuns/TL8 (SMG) {p. B198}	14	DX+1	[1]
Heraldry {p. B199}	12	IQ+0	[2]
Holdout {p. B200}	13	IQ+1	[4]
Knife {p. B208}	14	DX+1	[2]
Parry: 10			
Law (local) {p. B204}	13	IQ+1	[8]
Lockpicking/TL8 {p. B206}	12	IQ+0	[2]
Mechanic/TL8 (motorcycle) {p. B207}	14	IQ+2	[8]
Merchant {p. B209}	12	IQ+0	[2]
Navigation/TL8 (Land) {p. B211}	13	IQ+1	[4]
Savoir-Faire (OMG) {p. B218}	12	IQ+0	[1]
Scrounging {p. B218}	14	Per+1	[2]
Search {p. B219}	13	Per+0	[2]
Shadowing {p. B219}	12	IQ+0	[2]
Stealth {p. B222}	13	DX+0	[2]
Streetwise {p. B223}	13	IQ+1	[4]
Survival (Desert) {p. B223}	13	Per+0	[2]
Urban Survival {p. B228}	13	Per+0	[2]
Wrestling {p. B228}	14	DX+1	[4]
Parry: 11			

* +1 from 'Combat Reflexes'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch Skill used: Brawling	15	11	1d cr	C	–	–	
Brawling: Kick Skill used: Brawling-2	13	–	1d+2 cr	C,1	–	–	
Equipment based	**Skill**	**Parry**	**Damage**	**Reach**	**ST**	**LC**	**Notes**
Large Knife: Swing Skill used: Knife	14	10	2d-2 cut	C,1	6	4	
Large Knife: Thrust Skill used: Knife	14	10	1d imp	C	6	4	[1]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, 9mm (TL 7) Skill used: Guns (Pistol)	15	2d+2 pi	2	150 yd / 1.05 mi	3	15+1(3)	9	-2	2	3	
Large Knife: Thrown Skill used: DX-4	9	1d imp	–	11 yd / 21 yd	1	T(1)	6	-2	–	4	

Shots "T": The weapon is a *thrown weapon*.

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

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

Mvmt.	1–2	3–4	5–7
Dmg.	1d-3	1d-2	1d-1

JUMP TABLE

Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

EQUIPMENT

Qty	Item	Cost	Weight
1	Auto Pistol, 9mm (TL 7; TL7) {p. B278} Description: TL:7 LC:3 Damage:2d+2 pi Acc:2 Range:150/1850 RoF:3 Shots:15+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	600	2.6 lb
1	Large Knife (TL0) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	Leather Gloves (TL1) {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	–
1	Leather Jacket (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	Leather Pants (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Location: groin, legs	40	3 lb
1	Reinforced Boots (TL7) {p. B284} Description: TL:7 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Location: feet	75	3 lb

HUMANOID HIT LOCATION TABLE

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

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Roll 1d: 1 is a vitals hit, 2–4 is a digestive tract hit, 5 is a pelvis hit, 6 is a groin hit
‡ 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, impaling, 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, *Hit Locations*, p. LT100, and *Abdomen*, p. LT:IA19.

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.

GURPS

CHARACTER SHEET

Name: Harold "Sarge" McKay
Race: Human
Appearance:

Player: The Soldier
Ht: 6'0" **Wt:** 200 **Age:** 38

Spent: 225
Unspent: 0

ST	13	[30]	HP	13	[0]	Basic Speed	6	[0]
DX	13	[60]	Will	12	[5]	Basic Move	6	[0]
IQ	11	[20]	Per	13	[10]	BL	34 lb	(ST×ST)/5
HT	11	[10]	FP	11	[0]	Thr	1d	Sw	2d-1

| TL | 8 | [0] | SM | +0 |

Vision	13	Taste/Smell	13	Death Check	11
Hearing	13	Fright Check	14*	High Jump	2.17 ft
Touch	13	Consciousness	11	Broad Jump	3 yd

* +2 from 'Combat Reflexes'

HP _____ 4, 0, -13, -26, -39, -52, -65   **FP** _____ 3, 0, -11

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	10*	
Boxing	Club	DX	None	

Eyes DR: 0 HP: 0
Skull DR: 2 HP: 0
Neck DR: 0 HP: 0
Face DR: 0 HP: 0
Torso DR: 1* HP: 0
Arms DR: 1* HP: 0
Hands DR: 2* HP: 0
Groin DR: 1* HP: 0
Legs DR: 1* HP: 0
Feet DR: 5/2 HP: 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:

* +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Combat Reflexes {p. B43}	[15]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 15 (Will+3)	
Luck {p. B66}	[15]

DISADVANTAGES

Name	Pts
Alcoholism {p. B122}	[-15]
Code of Honor (Biker) {p. B127}	[-5]
Duty (Hellhounds; 12 or less (quite often)) {p. B134}	[-10]
Enemy (Law Enforcement; A large group (21-1,000 people); 9 or less) {p. B135}	[-30]
Social Stigma -1 (Biker) {p. B155}	[-5]

NOTES

Arrests for: Disorderly Conduct, DUI, Public Intoxication

SKILLS

Name	Level	Relative	Pts
Armoury/TL8 (Small Arms) {p. B178}	13	IQ+2	[8]
Boxing {p. B182}	15	DX+2	[8]
Parry: 11			
Brawling {p. B182}	13	DX+0	[1]
Parry: 10			
Climbing {p. B183}	13	DX+0	[2]
Club {p. B208}	13	DX+0	[2]
Parry: 10			
Diplomacy {p. B187}	12	IQ+1	[8]
Driving/TL8 (Motorcycle) {p. B188}	14	DX+1	[4]
Fast-Draw (weapon) {p. B194}	14*	DX+1	[1]
Fast-Talk {p. B195}	13	IQ+2	[8]
First Aid/TL8 (Human) {p. B195}	13	IQ+2	[4]
Guns/TL8 (Pistol) {p. B198}	15	DX+2	[4]
dGuns/TL8 (Rifle) {p. B198}	15	DX+2	[3]
dGuns/TL8 (Shotgun) {p. B198}	14	DX+1	[2]
dGuns/TL8 (SMG) {p. B198}	14	DX+1	[1]
Heraldry {p. B199}	11	IQ+0	[2]
Holdout {p. B200}	11	IQ+0	[2]
Knife {p. B208}	13	DX+0	[1]
Parry: 9			
Law (local) {p. B204}	11	IQ+0	[4]
Leadership {p. B204}	12	IQ+1	[4]
Mechanic/TL8 (motorcycle) {p. B207}	12	IQ+1	[4]
Navigation/TL8 (Land) {p. B211}	13	IQ+2	[8]
Savoir-Faire (OMG) {p. B218}	13	IQ+2	[4]
Scrounging {p. B218}	14	Per+1	[2]
Search {p. B219}	13	Per+0	[2]
Shadowing {p. B219}	12	IQ+1	[4]
Soldier/TL8 {p. B221}	12	IQ+1	[4]
Stealth {p. B222}	13	DX+0	[2]
Streetwise {p. B223}	11	IQ+0	[2]
Survival (Desert) {p. B223}	14	Per+1	[4]
Tracking {p. B226}	13	Per+0	[2]
Urban Survival {p. B228}	12	Per-1	[1]
Wrestling {p. B228}	13	DX+0	[2]
Parry: 10			

* +1 from 'Combat Reflexes'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Boxing: Punch Skill used: Boxing	15	11	1d+1 cr	C	–	–	
Brawling: Punch Skill used: Brawling	13	10	1d-1 cr	C	–	–	
Brawling: Kick Skill used: Brawling-2	11	–	1d+1 cr	C,1	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing Skill used: Knife	13	9	2d-3 cut	C,1	6	4	
Large Knife: Thrust Skill used: Knife	13	9	1d imp	C	6	4	[1]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Auto Pistol, 9mm (TL 7) Skill used: Guns (Pistol)	15	2d+2 pi	2	150 yd / 1.05 mi	3	15+1(3)	9	-2	2	3	
Large Knife: Thrown Skill used: DX-4	9	1d imp	–	10 yd / 20 yd	1	T(1)	6	-2	–	4	
Pump Shotgun, <5 yards (DR x4): Shot Skill used: Guns (Shotgun)	14	4d+4 pi-	3	50 yd / 125 yd	2	5(3i)	10†	-5	1	4	
Pump Shotgun, 5+ yards: Shot Skill used: Guns (Shotgun)+4	18	1d+1 pi-	3	50 yd / 125 yd	9/18	5(3i)	10†	-5	1	4	
Revolver Skill used: Guns (Pistol)	15	3d-1 pi	2	185 yd / 1.14 mi	3	6(3i)	10	-2	3	3	

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*.
Shots "i": Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	34 lb	68 lb	102 lb	204 lb	340 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	68 lb	272 lb	408 lb	510 lb	1700 lb

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

SLAM TABLE

Mvmt. Dmg.	1	2–3	4–7
	1d-3	1d-2	1d-1

JUMP TABLE

Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

HUMANOID HIT LOCATION TABLE

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

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Roll 1d: 1 is a vitals hit, 2–4 is a digestive tract hit, 5 is a pelvis hit, 6 is a groin hit
‡ 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, impaling, 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, *Hit Locations*, p. LT100, and *Abdomen*, p. LT:IA19.

EQUIPMENT

Qty	Item	Cost	Weight
1	Auto Pistol, 9mm (TL 7; TL7) {p. B278} Description: TL:7 LC:3 Damage:2d+2 pi Acc:2 Range:150/1850 RoF:3 Shots:15+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol)	600	2.6 lb
1	Large Knife (TL0) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	Leather Gloves (TL1) {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	–
1	Leather Jacket (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	Leather Pants (TL1) {p. B283} Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Location: groin, legs	40	3 lb
1	Pump Shotgun, <5 yards (DR x4; TL6) {p. B279} Description: TL:6 LC:4 Damage:1d+1 pi- Acc:3 Range:50/125 RoF:2x9 Shots:5(3i) ST:10† Bulk:-5 Rcl:1 Skill:Guns (Shotgun)	240	4 lb
1	Pump Shotgun, 5+ yards (TL6) {p. B279} Description: TL:6 LC:4 Damage:1d+1 pi- Acc:3 Range:50/125 RoF:2x9 Shots:5(3i) ST:10† Bulk:-5 Rcl:1 Skill:Guns (Shotgun)	240	4 lb
1	Reinforced Boots (TL7) {p. B284} Description: TL:7 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Location: feet	75	3 lb
1	Revolver (TL7) {p. B278} Description: TL:7 LC:3 Damage:3d-1 pi Acc:2 Range:185/2000 RoF:3 Shots:6(3i) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol)	500	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.

GURPS®

CHARACTER SHEET

Name: Albert "Smitty" Smith
Race: Human
Appearance:

Player: The Survivalist
Ht: 5'11" **Wt:** 180 **Age:** 31

Spent: 225
Unspent: 0

ST 12	[20]	**HP** 12	[0]	**Basic Speed** 6	[-5]		
DX 13	[60]	**Will** 11	[0]	**Basic Move** 6	[0]		
IQ 11	[20]	**Per** 12	[5]	**BL** 29 lb	(ST×ST)/5		
HT 12	[20]	**FP** 12	[0]	Thr 1d-1	Sw 1d+2		

TL 8   [0]   **SM** +0

Vision	12	Taste/Smell	12	Death Check	12
Hearing	12	Fright Check	13*	High Jump	2.17 ft
Touch	12	Consciousness	12	Broad Jump	3 yd

* +2 from 'Combat Reflexes'

HP _____ 3, 0, -12, -24, -36, -48, -60 **FP** _____ 3, 0, -12

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	10*	8*	10*	
Brawling	Club	DX	None	

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

Bonus DR: 0
Bonus DB: 0

Notes:

Eyes DR: 0 HP: 0
Skull DR: 2 HP: 0
Neck DR: 0 HP: 0
Face DR: 0 HP: 0
Torso DR: 1* HP: 0
Arms DR: 1* HP: 0
Hands DR: 2* HP: 0
Groin DR: 1* HP: 0
Legs DR: 1* HP: 0
Feet DR: 5/2 HP: 0

* +1 from 'Combat Reflexes'

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Common Sense {p. B43}	[10]
Roll to avoid stupidity: 11 (IQ)	
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 14 (Will+3)	
Luck {p. B66}	[15]

DISADVANTAGES

Name	Pts
Code of Honor (Biker) {p. B127}	[-5]
Duty (Hellhounds; 12 or less (quite often)) {p. B134}	[-10]
Enemy (Law Enforcement; A large group (21-1,000 people); 9 or less) {p. B135}	[-30]
Paranoia {p. B148}	[-10]
Social Stigma -1 (Biker) {p. B155}	[-5]

NOTES

Arrests for: Assault, Disorderly Conduct, Possession of an Illegal Firearm

SKILLS
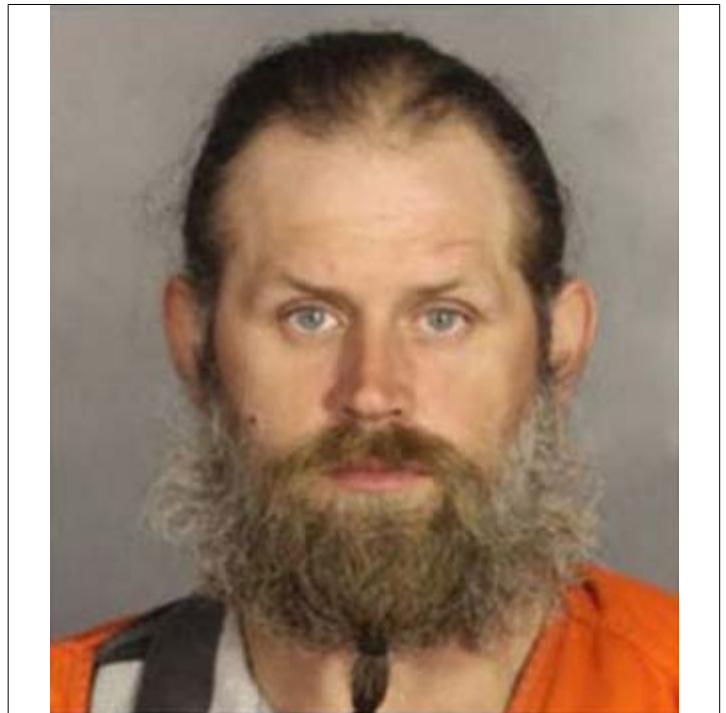
Name	Level	Relative	Pts
Armoury/TL8 (Small Arms) {p. B178}	13	IQ+2	[8]
Brawling {p. B182}	14	DX+1	[2]
Parry: 11			
Climbing {p. B183}	14	DX+1	[4]
Club {p. B208}	13	DX+0	[2]
Parry: 10			
Driving/TL8 (Motorcycle) {p. B188}	14	DX+1	[4]
Escape {p. B192}	13	DX+0	[4]
Fast-Draw (weapon) {p. B194}	15*	DX+2	[2]
Fast-Talk {p. B195}	13	IQ+2	[8]
First Aid/TL8 (Human) {p. B195}	13	IQ+2	[4]
Guns/TL8 (Pistol) {p. B198}	15	DX+2	[4]
d Guns/TL8 (Rifle) {p. B198}	15	DX+2	[3]
d Guns/TL8 (Shotgun) {p. B198}	14	DX+1	[1]
d Guns/TL8 (Submachine Gun) {p. B198}	14	DX+1	[1]
Heraldry {p. B199}	12	IQ+1	[4]
Holdout {p. B200}	12	IQ+1	[4]
Knife {p. B208}	14	DX+1	[2]
Parry: 10			
Law (local) {p. B204}	12	IQ+1	[8]
Lockpicking/TL8 {p. B206}	12	IQ+1	[4]
Mechanic/TL8 (motorcycle) {p. B207}	12	IQ+1	[4]
Merchant {p. B209}	11	IQ+0	[2]
Navigation/TL8 (Land) {p. B211}	10	IQ-1	[1]
Pickpocket {p. B213}	11	DX-2	[1]
Savoir-Faire (OMG) {p. B218}	12	IQ+1	[2]
Scrounging {p. B218}	14	Per+2	[4]
Search {p. B219}	13	Per+1	[4]
Shadowing {p. B219}	12	IQ+1	[4]
Stealth {p. B222}	14	DX+1	[4]
Streetwise {p. B223}	12	IQ+1	[4]
Survival (Desert) {p. B223}	14	Per+2	[8]
Tracking {p. B226}	13	Per+1	[4]
Urban Survival {p. B228}	12	Per+0	[2]
Wrestling {p. B228}	13	DX+0	[2]
Parry: 10			

* +1 from 'Combat Reflexes'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch Skill used: Brawling	14	11	1d-2 cr	C	–	–	
Brawling: Kick Skill used: Brawling-2	12	–	1d cr	C,1	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Large Knife: Swing Skill used: Knife	14	10	1d cut	C,1	6	4	
Large Knife: Thrust Skill used: Knife	14	10	1d-1 imp	C	6	4	[1]
Tire Thumper: Swing Skill used: Club	13	10	1d+4 cr	1	10	4	
Tire Thumper: Thrust Skill used: Club	13	10	1d+1 cr	1	10	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife: Thrown Skill used: DX-4	9	1d-1 imp	–	10 yd / 18 yd	1	T(1)	6	-2	–	4	
Revolver Skill used: Guns (Pistol)	15	3d-1 pi	2	185 yd / 1.14 mi	3	6(3i)	10	-2	3	3	

Shots "T": The weapon is a *thrown weapon*.
Shots "i": Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

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

SLAM TABLE

Mvmt.	1–2	3–4	5–7
Dmg.	1d-3	1d-2	1d-1

JUMP TABLE

Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

HUMANOID HIT LOCATION TABLE

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

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Roll 1d: 1 is a vitals hit, 2–4 is a digestive tract hit, 5 is a pelvis hit, 6 is a groin hit
‡ 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, *Hit Locations*, p. LT100, and *Abdomen*, p. LT:IA19.

EQUIPMENT

Qty	Item	Cost	Weight
1	**Large Knife (TL0) {p. B272, B276}** Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	**Leather Gloves (TL1) {p. B284}** Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	–
1	**Leather Jacket (TL1) {p. B283}** Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	**Leather Pants (TL1) {p. B283}** Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Location: groin, legs	40	3 lb
1	**Reinforced Boots (TL7) {p. B284}** Description: TL:7 LC:-- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Location: feet	75	3 lb
1	**Revolver (TL7) {p. B278}** Description: TL:7 LC:3 Damage:3d-1 pi Acc:2 Range:185/2000 RoF:3 Shots:6(3i) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol)	500	3 lb
1	**Tire Thumper (TL0) {p. B271}** Description: TL:0 LC:4, [Mode:swing Dam:sw+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword], [Mode:thrust Dam:thr+1 cr Reach:1 Parry:0 ST:10 Skill:Broadsword]	5	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.

GM Control Sheet

Printed: 9/2/2016 **Character Order:** GCA default (tab order), Ascending

Character Name (Player)	Reaction	ST	DX	IQ	HT	Will	Per	Speed	Move	Dodge	DR	HP	FP
Bill Galicki (The Street Rat)	+0 / +0	12	13	10	11	10	12	6	6	11	1*	12	11
Dominic Ingemi (The Psycho)	+0 / +0	14	13	10	11	10	12	6	6	10	1*	14	11
Jeremiah "Jerry" Fordham (The Brawler)	-2 / -2	14	12	10	12	10	12	6	6	10	1*	14	12
Lou Brennen (The Prospect)	+0 / +0	12	13	12	11	12	13	6	6	10	1*	12	11
Harold "Sarge" McKay (The Soldier)	+0 / +0	13	13	11	11	12	13	6	6	10	1*	13	11
Albert "Smitty" Smith (The Survivalist)	+0 / +0	12	13	11	12	11	12	6	6	10	1*	12	12

NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach|Range	RoF	Shots	Bulk	Rcl	GM Notes
Bill Galicki										
Brawling: Punch	14	11	1d-2 cr	—	C	—	—	—	—	
Brawling: Kick	12	—	1d cr	—	C,1	—	—	—	—	
Large Knife: Swing	16	11	1d+1 cut	—	C,1	—	—	—	—	
Large Knife: Thrust	16	11	1d imp	—	C	—	—	—	—	
Large Knife: Thrown	9	—	1d imp	—	10 / 18	1	T(1)	-2	—	
Revolver	14	—	3d-1 pi	2	185 / 2000	3	6(3i)	-2	3	
Tire Thumper: Swing	14	11	1d+4 cr	—	1	—	—	—	—	
Tire Thumper: Thrust	14	11	1d+1 cr	—	1	—	—	—	—	
Dominic Ingemi										
Auto Pistol, 9mm (TL 7)	16	—	2d+2 pi	2	150 / 1850	3	15+1(3)	-2	2	
Karate: Punch	15	11	1d+1 cr	—	C	—	—	—	—	
Karate: Kick	13	—	1d+3 cr	—	C,1	—	—	—	—	
Large Knife: Swing	15	10	2d-2 cut	—	C,1	—	—	—	—	
Large Knife: Thrust	15	10	1d imp	—	C	—	—	—	—	
Large Knife: Thrown	9	—	1d imp	—	11 / 21	1	T(1)	-2	—	
Jeremiah "Jerry" Fordham										
Auto Pistol, 9mm (TL 7)	14	—	2d+2 pi	2	150 / 1850	3	15+1(3)	-2	2	
Brass Knuckles	15	11	1d+3 cr	—	C	—	—	—	—	
Brawling: Punch	15	11	1d+2 cr	—	C	—	—	—	—	
Brawling: Kick	13	—	1d+4 cr	—	C,1	—	—	—	—	
Large Knife: Swing	14	10	3d-3 cut	—	C,1	—	—	—	—	
Large Knife: Thrust	14	10	1d+2 imp	—	C	—	—	—	—	
Large Knife: Thrown	13	—	1d+2 imp	—	14 / 26	1	T(1)	-2	—	
Tire Thumper: Swing	14	11	3d+1 cr	—	1	—	—	—	—	
Tire Thumper: Thrust	14	11	1d+4 cr	—	1	—	—	—	—	
Lou Brennen										
Auto Pistol, 9mm (TL 7)	15	—	2d+2 pi	2	150 / 1850	3	15+1(3)	-2	2	
Brawling: Punch	15	11	1d cr	—	C	—	—	—	—	
Brawling: Kick	13	—	1d+2 cr	—	C,1	—	—	—	—	
Large Knife: Swing	14	10	2d-2 cut	—	C,1	—	—	—	—	
Large Knife: Thrust	14	10	1d imp	—	C	—	—	—	—	
Large Knife: Thrown	9	—	1d imp	—	11 / 21	1	T(1)	-2	—	
Harold "Sarge" McKay										
Auto Pistol, 9mm (TL 7)	15	—	2d+2 pi	2	150 / 1850	3	15+1(3)	-2	2	
Boxing: Punch	15	11	1d+1 cr	—	C	—	—	—	—	
Brawling: Punch	13	10	1d-1 cr	—	C	—	—	—	—	
Brawling: Kick	11	—	1d+1 cr	—	C,1	—	—	—	—	
Large Knife: Swing	13	9	2d-3 cut	—	C,1	—	—	—	—	
Large Knife: Thrust	13	9	1d imp	—	C	—	—	—	—	
Large Knife: Thrown	9	—	1d imp	—	10 / 20	1	T(1)	-2	—	
Pump Shotgun, 5+ yards: Shot	18	—	1d+1 pi-	3	50 / 125	9/18	5(3i)	-5	1	
Pump Shotgun, <5 yards (DR x4): Shot	14	—	4d+4 pi-	3	50 / 125	2	5(3i)	-5	1	
Revolver	15	—	3d-1 pi	2	185 / 2000	3	6(3i)	-2	3	
Albert "Smitty" Smith										
Brawling: Punch	14	11	1d-2 cr	—	C	—	—	—	—	
Brawling: Kick	12	—	1d cr	—	C,1	—	—	—	—	
Large Knife: Swing	14	10	1d cut	—	C,1	—	—	—	—	
Large Knife: Thrust	14	10	1d-1 imp	—	C	—	—	—	—	
Large Knife: Thrown	9	—	1d-1 imp	—	10 / 18	1	T(1)	-2	—	
Revolver	15	—	3d-1 pi	2	185 / 2000	3	6(3i)	-2	3	
Tire Thumper: Swing	13	10	1d+4 cr	—	1	—	—	—	—	
Tire Thumper: Thrust	13	10	1d+1 cr	—	1	—	—	—	—	

NOTABLE ADVANTAGES / DISADVANTAGES

Bill Galicki
Addiction (Meth) (none) (Totally addictive; Illegal)
Code of Honor (Biker)
Combat Reflexes
Duty (Hellhounds) (12 or less (quite often))
Enemy (Law Enforcement) (A large group (21-1,000 people)) (9 or less)
Enhanced Dodge 1
High Pain Threshold
Roll to ignore pain: 13 (Will+3)
Luck
Social Stigma (Biker) -1

Dominic Ingemi
Bloodlust (12 or less)
Callous
Code of Honor (Biker)
Combat Reflexes
Duty (Hellhounds) (12 or less (quite often))
Enemy (Law Enforcement) (A large group (21-1,000 people)) (9 or less)
High Pain Threshold
Roll to ignore pain: 13 (Will+3)
Luck
Recovery
Social Stigma (Biker) -1

Jeremiah "Jerry" Fordham
Bully (12 or less)
Code of Honor (Biker)
Combat Reflexes
Duty (Hellhounds) (12 or less (quite often))
Enemy (Law Enforcement) (A large group (21-1,000 people)) (9 or less)
High Pain Threshold
Roll to ignore pain: 13 (Will+3)
Luck
Social Stigma (Biker) -1
Striking ST 3

Lou Brennen
Code of Honor (Biker)
Combat Reflexes
Daredevil
Duty (Hellhounds) (12 or less (quite often))
Enemy (Law Enforcement) (A large group (21-1,000 people)) (9 or less)
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Luck
On the Edge (12 or less)
Social Stigma (Biker) -1
Striking ST 2

Harold "Sarge" McKay
Alcoholism
Ambidexterity
Code of Honor (Biker)
Combat Reflexes
Duty (Hellhounds) (12 or less (quite often))
Enemy (Law Enforcement) (A large group (21-1,000 people)) (9 or less)
High Pain Threshold
Roll to ignore pain: 15 (Will+3)
Luck
Social Stigma (Biker) -1

Albert "Smitty" Smith
Code of Honor (Biker)
Combat Reflexes
Common Sense
Roll to avoid stupidity: 11 (IQ)
Duty (Hellhounds) (12 or less (quite often))
Enemy (Law Enforcement) (A large group (21-1,000 people)) (9 or less)
High Pain Threshold
Roll to ignore pain: 14 (Will+3)
Luck
Paranoia

NOTABLE ADVANTAGES / DISADVANTAGES

Albert "Smitty" Smith
Social Stigma (Biker) -1

NOTABLE SKILLS / SPELLS

Bill Galicki		
Armoury (Small Arms)	10	IQ+0
Body Language (Human)	13	Per+1
Brawling	14	DX+1
Climbing	14	DX+1
Club	14	DX+1
Driving (Automobile)	12	DX-1
Driving (Motorcycle)	13	DX+0
Escape	13	DX+0
Fast-Draw (weapon)	14	DX+1
Fast-Talk	12	IQ+2
Filch	14	DX+1
First Aid (Human)	12	IQ+2
Guns (Pistol)	14	DX+1
Guns (Rifle)	13	DX+0
Guns (Shotgun)	13	DX+0
Guns (SMG)	13	DX+0
Heraldry	11	IQ+1
Holdout	11	IQ+1
Knife	16	DX+3
Law (local)	11	IQ+1
Lockpicking	13	IQ+3
Merchant	11	IQ+1
Pickpocket	14	DX+1
Savoir-Faire (OMG)	11	IQ+1
Scrounging	13	Per+1
Search	12	Per+0
Shadowing	12	IQ+2
Stealth	14	DX+1
Streetwise	13	IQ+3
Urban Survival	12	Per+0
Wrestling	12	DX-1

Dominic Ingemi		
Armoury (Small Arms)	12	IQ+2
Climbing	13	DX+0
Club	13	DX+0
Driving (Automobile)	12	DX-1
Driving (Motorcycle)	14	DX+1
Fast-Draw (weapon)	14	DX+1
Fast-Talk	12	IQ+2
First Aid (Human)	12	IQ+2
Guns (Pistol)	16	DX+3
Guns (Rifle)	14	DX+1
Guns (Shotgun)	14	DX+1
Guns (Submachine Gun)	14	DX+1
Heraldry	11	IQ+1
Holdout	10	IQ+0
Intimidation	12	Will+2
Karate	15	DX+2
Knife	15	DX+2
Law (local)	10	IQ+0
Lockpicking	11	IQ+1
Pickpocket	12	DX-1
Savoir-Faire (OMG)	12	IQ+2
Scrounging	13	Per+1
Search	13	Per+1
Shadowing	12	IQ+2
Stealth	13	DX+0
Streetwise	12	IQ+2
Urban Survival	12	Per+0
Wrestling	14	DX+1

NOTABLE SKILLS / SPELLS

Jeremiah "Jerry" Fordham		
Armoury (Small Arms)	10	IQ+0
Brawling	15	DX+3
Climbing	13	DX+1
Club	14	DX+2
Driving (Automobile)	11	DX-1
Driving (Motorcycle)	14	DX+2
Fast-Draw (weapon)	13	DX+1
Fast-Talk	11	IQ+1
First Aid (Human)	12	IQ+2
Guns (Pistol)	14	DX+2
Guns (Rifle)	13	DX+1
Guns (Shotgun)	13	DX+1
Guns (Submachine Gun)	13	DX+1
Heraldry	12	IQ+2
Holdout	11	IQ+1
Intimidation	12	Will+2
Knife	14	DX+2
Law (local)	10	IQ+0
Savoir-Faire (OMG)	13	IQ+3
Scrounging	12	Per+0
Search	12	Per+0
Shadowing	12	IQ+2
Stealth	12	DX+0
Streetwise	12	IQ+2
Thrown Weapon (Knife)	13	DX+1
Urban Survival	12	Per+0
Wrestling	13	DX+1

Lou Brennen		
Armoury (Small Arms)	12	IQ+0
Body Language (Human)	14	Per+1
Brawling	15	DX+2
Climbing	13	DX+0
Club	14	DX+1
Detect Lies	11	Per-2
Diplomacy	12	IQ+0
Driving (Automobile)	12	DX-1
Driving (Motorcycle)	13	DX+0
Fast-Draw (weapon)	15	DX+2
Fast-Talk	12	IQ+0
First Aid (Human)	13	IQ+1
Guns (Pistol)	15	DX+2
Guns (Rifle)	14	DX+1
Guns (Shotgun)	14	DX+1
Guns (SMG)	14	DX+1
Heraldry	12	IQ+0
Holdout	13	IQ+1
Knife	14	DX+1
Law (local)	13	IQ+1
Lockpicking	12	IQ+0
Merchant	12	IQ+0
Navigation (Land)	13	IQ+1
Savoir-Faire (OMG)	12	IQ+0
Scrounging	14	Per+1
Search	13	Per+0
Shadowing	12	IQ+0
Stealth	13	DX+0
Streetwise	13	IQ+1
Survival (Desert)	13	Per+0
Urban Survival	13	Per+0
Wrestling	14	DX+1

Harold "Sarge" McKay		
Armoury (Small Arms)	13	IQ+2
Boxing	15	DX+2
Brawling	13	DX+0
Climbing	13	DX+0

Harold "Sarge" McKay		
Club	13	DX+0
Diplomacy	12	IQ+1
Driving (Motorcycle)	14	DX+1
Fast-Draw (weapon)	14	DX+1
Fast-Talk	13	IQ+2
First Aid (Human)	13	IQ+2
Guns (Pistol)	15	DX+2
Guns (Rifle)	15	DX+2
Guns (Shotgun)	14	DX+1
Guns (SMG)	14	DX+1
Heraldry	11	IQ+0
Holdout	11	IQ+0
Knife	13	DX+0
Law (local)	11	IQ+0
Leadership	12	IQ+1
Navigation (Land)	13	IQ+2
Savoir-Faire (OMG)	13	IQ+2
Scrounging	14	Per+1
Search	13	Per+0
Shadowing	12	IQ+1
Soldier	12	IQ+1
Stealth	13	DX+0
Streetwise	11	IQ+0
Survival (Desert)	14	Per+1
Tracking	13	Per+0
Urban Survival	12	Per-1
Wrestling	13	DX+0

Albert "Smitty" Smith		
Armoury (Small Arms)	13	IQ+2
Brawling	14	DX+1
Climbing	14	DX+1
Club	13	DX+0
Driving (Motorcycle)	14	DX+1
Escape	13	DX+0
Fast-Draw (weapon)	15	DX+2
Fast-Talk	13	IQ+2
First Aid (Human)	13	IQ+2
Guns (Pistol)	15	DX+2
Guns (Rifle)	15	DX+2
Guns (Shotgun)	14	DX+1
Guns (Submachine Gun)	14	DX+1
Heraldry	12	IQ+1
Holdout	12	IQ+1
Knife	14	DX+1
Law (local)	12	IQ+1
Lockpicking	12	IQ+1
Merchant	11	IQ+0
Navigation (Land)	10	IQ-1
Pickpocket	11	DX-2
Savoir-Faire (OMG)	12	IQ+1
Scrounging	14	Per+2
Search	13	Per+1
Shadowing	12	IQ+1
Stealth	14	DX+1
Streetwise	12	IQ+1
Survival (Desert)	14	Per+2
Tracking	13	Per+1
Urban Survival	12	Per+0
Wrestling	13	DX+0

ADDITIONAL NOTES

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HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
   0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.
-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss.
less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.
   0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

Bill Galicki (The Street Rat)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8	0 -1 -2 -3 -4	-12 -13 -14 -15 -16	-24 -25 -26 -27 -28	-36 -37 -38 -39 -40	-48 -49 -50 -51 -52
7 6 5 4 3	-5 -6 -7 -8 -9	-17 -18 -19 -20 -21	-29 -30 -31 -32 -33	-41 -42 -43 -44 -45	-53 -54 -55 -56 -57
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

Dominic Ingemi (The Psycho)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
14 13 12 11 10	0 -1 -2 -3 -4	-14 -15 -16 -17 -18	-28 -29 -30 -31 -32	-42 -43 -44 -45 -46	-56 -57 -58 -59 -60
9 8 7 6 5	-5 -6 -7 -8 -9	-19 -20 -21 -22 -23	-33 -34 -35 -36 -37	-47 -48 -49 -50 -51	-61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	-24 -25 -26 -27	-38 -39 -40 -41	-52 -53 -54 -55	-66 -67 -68 -69

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

Jeremiah "Jerry" Fordham (The Brawler)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
14 13 12 11 10	0 -1 -2 -3 -4	-14 -15 -16 -17 -18	-28 -29 -30 -31 -32	-42 -43 -44 -45 -46	-56 -57 -58 -59 -60
9 8 7 6 5	-5 -6 -7 -8 -9	-19 -20 -21 -22 -23	-33 -34 -35 -36 -37	-47 -48 -49 -50 -51	-61 -62 -63 -64 -65
4 3 2 1	-10 -11 -12 -13	-24 -25 -26 -27	-38 -39 -40 -41	-52 -53 -54 -55	-66 -67 -68 -69

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11

Lou Brennen (The Prospect)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8	0 -1 -2 -3 -4	-12 -13 -14 -15 -16	-24 -25 -26 -27 -28	-36 -37 -38 -39 -40	-48 -49 -50 -51 -52
7 6 5 4 3	-5 -6 -7 -8 -9	-17 -18 -19 -20 -21	-29 -30 -31 -32 -33	-41 -42 -43 -44 -45	-53 -54 -55 -56 -57
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

Harold "Sarge" McKay (The Soldier)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
13 12 11 10 9	0 -1 -2 -3 -4	-13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
8 7 6 5 4	-5 -6 -7 -8 -9	-18 -19 -20 -21 -22	-31 -32 -33 -34 -35	-44 -45 -46 -47 -48	-57 -58 -59 -60 -61
3 2 1	-10 -11 -12	-23 -24 -25	-36 -37 -38	-49 -50 -51	-62 -63 -64

FP	0 FP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10

Albert "Smitty" Smith (The Survivalist)

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
12 11 10 9 8	0 -1 -2 -3 -4	-12 -13 -14 -15 -16	-24 -25 -26 -27 -28	-36 -37 -38 -39 -40	-48 -49 -50 -51 -52
7 6 5 4 3	-5 -6 -7 -8 -9	-17 -18 -19 -20 -21	-29 -30 -31 -32 -33	-41 -42 -43 -44 -45	-53 -54 -55 -56 -57
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11

Bill

Dominic

Jerry

Lou

Sarge

Smitty

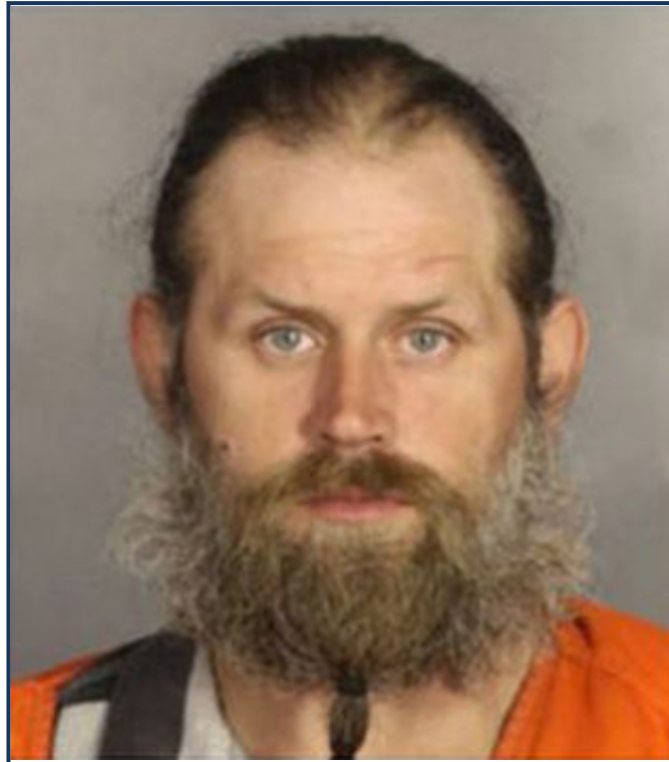|			
HELLHOUNDS 1% MC ARIZONA **Bill**	**Bill**	**Bill** ▲	
HELLHOUNDS 1% MC ARIZONA **Dominic**	**Dominic**	**Dominic** ▲	
HELLHOUNDS 1% MC ARIZONA **Jerry**	**Jerry**	**Jerry** ▲	
HELLHOUNDS MC PROSPECT **Lou**	**Lou**	**Lou** ▲	

Sarge | Sarge | Sarge

Smitty | Smitty | Smitty

FL Hydra Glide (1957)

Hnd: +1   **SR:** 3   **Move:** 6/40 (80 mph)

HT: 10   **HP:** 40   **DR:** 6

FLH Duo Glide (1960)

Hnd: +1   **SR:** 3   **Move:** 6/40 (80 mph)

HT: 10   **HP:** 35   **DR:** 6

FLSTF Fat Boy (2002)

Hnd: +2   **SR:** 2   **Move:** 10/60 (120 mph)

HT: 11   **HP:** 30   **DR:** 3

FLSTC Softail (2003)

Hnd: +1   **SR:** 3   **Move:** 6/40 (80 mph)

HT: 11   **HP:** 35   **DR:** 6

FXDWG Dyna Wide Glide (2010)

Hnd: +1   **SR:** 2   **Move:** 7/45 (90 mph)

HT: 11   **HP:** 35   **DR:** 4

Night Rod Special (2010)

Hnd: +2   **SR:** 2   **Move:** 8/50 (100 mph)

HT: 11   **HP:** 30   **DR:** 4

Police Interceptor

Hnd: +1   **SR:** 2   **Move:** 8/50 (100 mph)

HT: 11   **HP:** 40   **DR:** 5

AK-74

Skill: Guns (Rifle) **Recoil:** 2 **Accuracy:** 4
Damage: 5d pi **Rate of Fire:** 10 (+2 skill) **Shots:** 30 (3)
Bulk: -5 **Range:** 500/1,500 yards

AK-74

Skill: Guns (Rifle) **Recoil:** 2 **Accuracy:** 4
Damage: 5d pi **Rate of Fire:** 10 (+2 skill) **Shots:** 30 (3)
Bulk: -5 **Range:** 500/1,500 yards

AK-74

Skill: Guns (Rifle) **Recoil:** 2 **Accuracy:** 4
Damage: 5d pi **Rate of Fire:** 10 (+2 skill) **Shots:** 30 (3)
Bulk: -5 **Range:** 500/1,500 yards

AK-74

Skill: Guns (Rifle) **Recoil:** 2 **Accuracy:** 4
Damage: 5d pi **Rate of Fire:** 10 (+2 skill) **Shots:** 30 (3)
Bulk: -5 **Range:** 500/1,500 yards