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	15	11	1d+1 cr	C	–	–	
Skill used: Karate							
Karate: Kick	13	–	1d+3 cr	C,1	–	–	
Skill used: Karate-2							

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

RANGED ATTACKS

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

EQUIPMENT

Qty	Item	Cost	Weight
1	Auto Pistol, 9mm (TL 7; TL7) {p. B278}	600	2.6 lb
	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)		
1	Large Knife (TL0) {p. B272, B276}	40	1 lb
	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)]		
1	Leather Gloves (TL1) {p. B284}	30	–
	Description: TL:1 LC:-- DR:2* Locations: hands		
	Location: hands		
1	Leather Jacket (TL1) {p. B283}	50	4 lb
	Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing.		
	Location: arms, torso		
1	Leather Pants (TL1) {p. B283}	40	3 lb
	Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing.		
	Location: groin, legs		
1	Reinforced Boots (TL7) {p. B284}	75	3 lb
	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		

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.

Dominic Ingemi, "The Psycho"

🏋	Great	**STRENGTH** (14): *How **strong** and **tough***
🤸	Good	**DEXTERITY** (13): *How **agile** and **fast***
🧠	Fair	**INTELLIGENCE** (10): *How **clever** and **aware***
➕	Fair	**HEALTH** (11): *How **healthy** and **durable***

Defend: 10 (+2 with Shield)
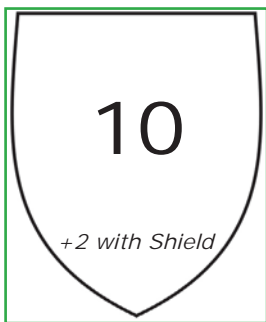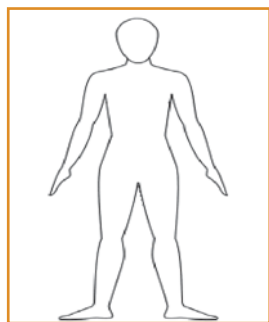
Armor
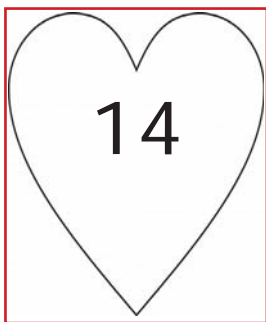
Hit Points: 14

My Attacks

My Attacks	Damage	Roll
Pistol (RoF 3)	2d+2 pi	16
Large Knife (T)	1d imp	9
Large Knife (M)	2d-2 cut	
Punch	1d+1 cr	15
Kick	1d+3 cr	13

Things I Do Well

Things I Do Well	Roll
Biker!	10
Pistol (*other guns at 14*)	16
Knife (*throw at 9*)	15
Punch (*Kick at 13*)	15
Motorcycle (*repair at 12*)	14
First Aid	12
Intimidation	12
Law	10
Pickpocket	12
Scrounge/Search	13
Shadow/Stealth	13

My Belongings/Notes

Leather Riding Gear
    (Jacket, Pants, Boots, Gloves)

Pistol w/ 3 mags
Large Knife

Things That Describe Me

Bloodlust/Callous
Code of Honor (Biker)
Enemy (Law Enforcement)

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	

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

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'

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

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.

Jeremiah "Jerry" Fordham, "The Brawler"

🏋	Great	**STRENGTH** (14): *How **strong** and **tough***
🤸	Good	**DEXTERITY** (12): *How **agile** and **fast***
🧠	Fair	**INTELLIGENCE** (10): *How **clever** and **aware***
➕	Good	**HEALTH** (12): *How **healthy** and **durable***

Defend: 10 *(+2 with Shield)*
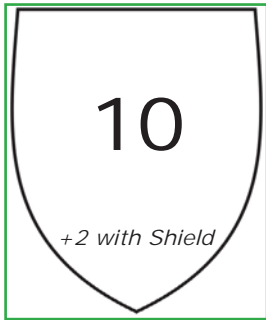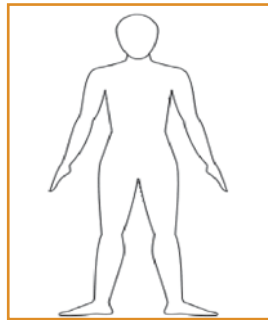
Armor
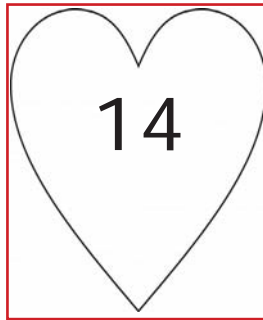
Hit Points: 14

My Attacks

My Attacks	Damage	Roll
Pistol (RoF 3)	*2d+2 pi*	**14**
Large Knife (T)	1d+2 imp	13
Brass Knuckles	2d cr	15
Large Knife (M)	3d-3 cut	14
Tire Thumper	3d+1 cr	14
Punch	1d+2 cr	15
Kick	1d+4 cr	13

Things I Do Well

Things I Do Well	Roll
Biker!	10
Club	14
Knife (*throw at 13*)	15
Punch (*Kick at 13*)	15
Motorcycle (*repair at 12*)	14
First Aid	12
Intimidation	12
Law	10
Pickpocket	12
Scrounge/Search	12
Wrestling	13

My Belongings/Notes

Leather Riding Gear
    (Jacket, Pants, Boots, Gloves)

Brass Knuckles
Tire Thumper Club
Large Knife

Things That Describe Me

Bully
Code of Honor (Biker)
Enemy (Law Enforcement)

GURPS

CHARACTER SHEET

Name: Lou Brennen
Race: Human
Appearance:

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

Body areas:
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
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.

Lou Brennen, "The Prospect"

🏋	Good	**STRENGTH** (12): *How strong and tough*
🤸	Good	**DEXTERITY** (13): *How agile and fast*
🧠	Good	**INTELLIGENCE** (12): *How clever and aware*
✚	Fair	**HEALTH** (11): *How healthy and durable*

10
+2 with Shield
Defend
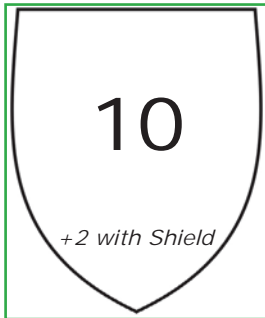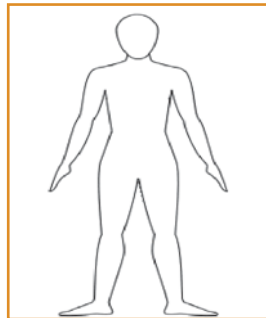
Armor
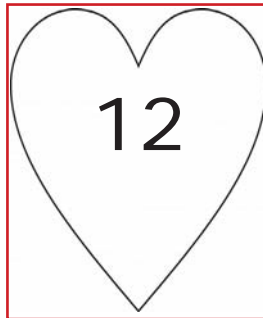
12
Hit Points

My Attacks

My Attacks	Damage	Roll
Pistol (RoF 3)	2d+2 pi	15
Large Knife (T)	1d imp	9
Large Knife (M)	2d-2 cut	14
Punch	1d	15
Kick	1d+2 ct	13

Things I Do Well

Things I Do Well	Roll
Biker!	10
Pickpocketing	14
Knife (*throw at 13*)	15
Punch (*Kick at 13*)	15
Motorcycle (*repair at 12*)	14
First Aid	14
Fast-Talk	13
Law	13
Lockpicking	13
Scrounge/Search	12
Shadow/Stealth	14

My Belongings/Notes

Leather Riding Gear
   (Jacket, Pants, Boots, Gloves)

Pistol w/ 3 mags
Large Knife

Things That Describe Me

Daredevil/On the Edge
Code of Honor (Biker)
Enemy (Law Enforcement)