

Name Al Tanchinos Player Dimitri Point Total 325

Ht 5'8" Wt 210 lbs Size Modifier 0 Age 28 Unspent Pts 0

Appearance Bare-chested Asian dude wearing tan Chino pants

		LIC OI			CURRENT		
ST	14	[40]	HP	11		[]
DX	14	[80]	WILL	11		[10)]
IQ	11	[10]	PER	10	CURRENT	[]
HT	11	[10]	FP	11		[]

Language	es Spoken	Written
		[]
		[]
		[]
		[]
		[]
DR	TL:	[]
Hood: 5	Cultural Familianities	

BASIC LIFT (ST × ST)/5 42	DAMAGE Thr 1d	Sw 2d-1
BASIC SPEED 7.00] BASIC MOVE	7[]

DR ad: 5	TL:[Cultural Familiarities]
so: 3	Cultural Fallinarities	
rm: 3	[]
nd: 3	[1
eg: 3 oot: 3	[j

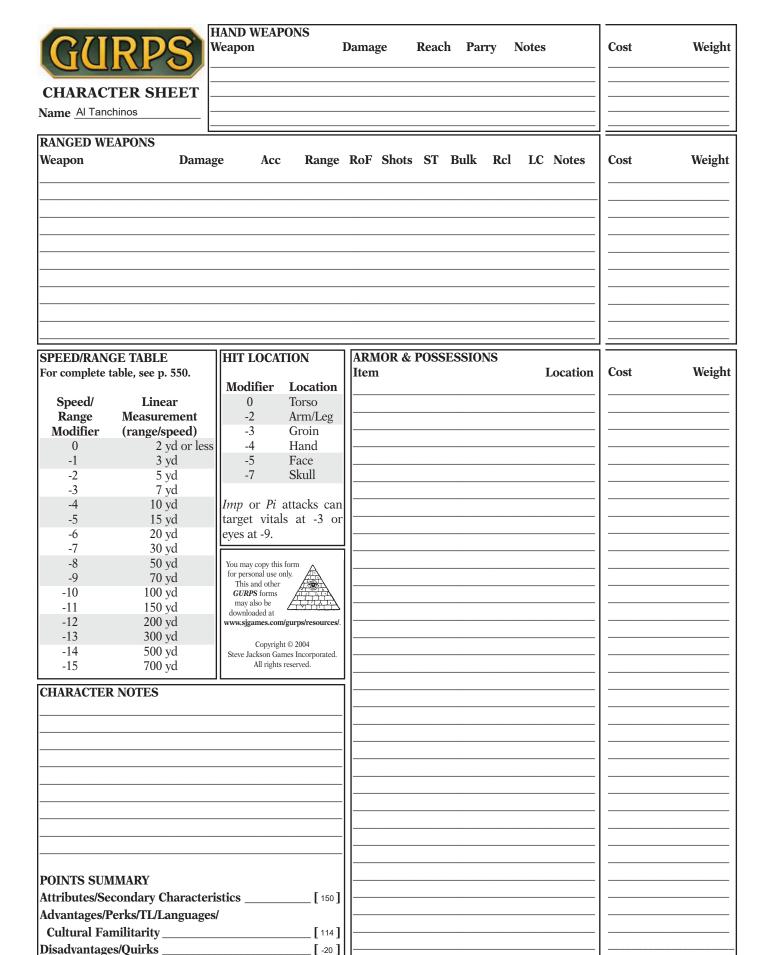
ENCUMBRANCE	MOVE	DODGE
None (0) = BL	BM × 1	Dodge <u>13</u>
Light (1) = 2 × BL	$BM \times 0.8$	Dodge -1
Medium (2) = 3 × BL	$BM\times0.6_\!\!$	Dodge -2
Heavy (3) = $6 \times BL$	$BM\times0.4_\!\!_$	Dodge -3
X-Heavy (4) = 10 × BL	BM × 0.2	Dodge -4

ADVANTAGES AND PERKS

PARRY	Reaction Modifiers
15	Appearance Status Reputation
. •	Status
	Reputation
BLOCK	
-	
	1

Combat Reflexes	[15]
Damage Resistance 3	[15]
l	20 1
Enhanced Parry 2 (unarmed)	10]
Enhanced Dodge 2	30 1
l 	20 1
Night Vision	[4]
	[]
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	[]
DISADVANTAGES AND OUIRKS	. ,
Gives all wealth to the poor	[- 10]
Disturbing Voice (only speaks like Al Pacino)	
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	SKILLS		_		
Name	Level	Relative Level			
Chi Blast	16	[4]
Intergalactic Kung Fu	19	[24]
Stealth	19	[20]
Gesture	14	[1]
Diplomacy	9	[1]
Philosophy	9	[1]
Judo	15	[8]
Jumping	17	[[4]
Parry Missile Weapon	13	[2]
Breaking Blow	14		[.	16	1
		[]
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[81 **]**

[325]

Totals:

\$

Lbs.

Skills/Techniques _____

Other

1			Na Na	me Glo	ria DeBe	ndelo		Player Katie		Point Total 2	284
C		RD	Ht		Wt		Size Modifier	0Age_	τ	Jnspent Pts _1	16
100	اكار	777	Ap	pearanc	e Hoop e	earrings	s, middle-aged	d witch with fo	od buff spel	ls	
CHA	RACT	ER SI	HEET		CURRENT		Languages		Spoken	Writ	ten
ОТ	4 4]r -	TTD	4 4	CORRELATI	гэ	Languages		-		
ST	14	L 40]	HP	14		L					
		-									
DX	11	20	WILL	14		[]					r 1
		ן י			ļ						[]
IO	1/	[Per	14		Γ٦	DR	TL:			[]
y	17			17	CURRENT	Г Л	Head: 2 Torso:	Cultural Fam	iliarities		
TTT	11	lr 1	ED	11		г٦	Arm: Hand:				l]
HT	11	[10]	FP	11		L	Leg: Foot:				; ;[
BASIC 1	LIFT (ST ×	ST)/5 39	DAMAGE	Thr 1d	Sw	2d	PARRY		Reaction M	odifiers	
			BASI								
EN	CUMBR	RANCE	Me	OVE	DO	DGE	9	Appearance _ Status			
l	0) = BL		BM × 1					Reputation _			
1 `	,		BM × 0		_		BLOCK				
			BM × 0								
			BM × 0								
X-Heav	y(4)=1		BM × 0		Dodge	-4					
.,	•		TAGES AND						SKILLS		
Mage	у 3						Name		Level	Relative Leve	
	T 1 (C						Cooking				_[12]
		Signature						Combat (Karat	e)		_[12]
			re Gear)				Lecture				_[2]
Magic	Soup P	ot (Signa	ature Gear)					tball Pistol)		13	
					 		Knife (Buto	ner Knite)		13	_[4]
						[]		0.	11 -		_[]
						[]			pells	17	_[]
						[]	Healing (20			17	_[5]
						[]		-		17	_[10]
						. J	Haste (dou Mass Slee			17	_[5]
		DICADVA	NITACEC AND	OUIDI	· · · · · · · · · · · · · · · · · · ·	L J	No Smell	μ		17	_[5]
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Dau I	emper (i iot-i ica	ided)			[-10]	Cleanser	315011		17	_[5]
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Name Gloria DeBendelo

	HAND WEAPONS						
	Weapon	Damage	Reach	Parry	Notes	Cost	Weight
J	Butcher Knife	2d-2 cut/1d imp)	9			
٦.							
						I	

Weight

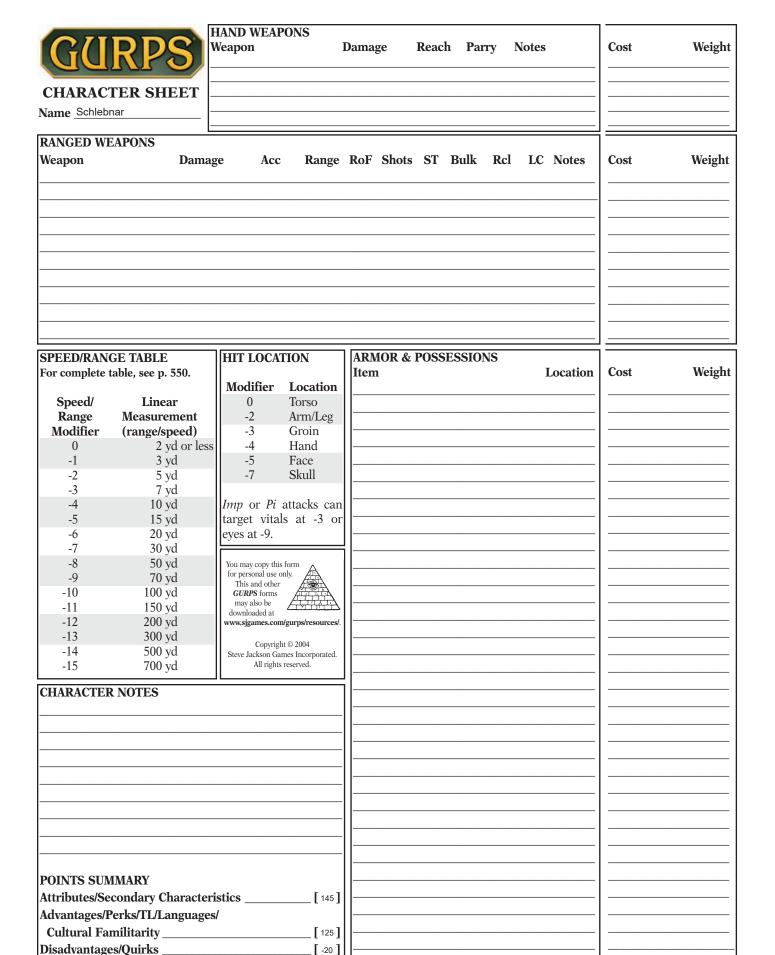
Lbs.

RANGED WEAPONS											7	
Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weigh
Hand Meatball Cannon	3d cr	2		1	1			4			-	
											-	
											-	
											-	
											-	
											.	

For complete t	able, see p. 550.	1			
		1		Item	Location
		Modifier	Location		
Speed/	Linear	0	Torso		
Range	Measurement	-2	Arm/Leg		
Modifier	(range/speed)	-3	Groin		
0	2 yd or less		Hand		
-1	3 yd	-5	Face		
-2	5 yd	-7	Skull		
-3	7 yd				
-4	10 yd	Imp or Pi	attacks can		
-5	15 yd	target vita	ls at -3 or		
-6	20 yd	eyes at -9.			
-7	30 yd				
-8	50 yd	You may copy thi			
-9	70 yd	for personal use This and other			
-10	100 yd	GURPS forms			
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-15	700 yd		s reserved.		

CHARACTER NOTES POINTS SUMMARY Attributes/Secondary Characteristics [150] Advantages/Perks/TI/Languages/ Cultural Familitarity [80] Disadvantages/Quirks [10] Skills/Techniques [69] Other [269] Totals:	-9 -10 -11 -12 -13 -14 -15	100 yd 100 yd 150 yd 200 yd 300 yd 500 yd 700 yd	This and other GURPS forms may also be downloaded at www.sigames.com/gurps/resources/. Copyright © 2004 Steve Jackson Games Incorporated. All rights reserved.		
Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [60] Disadvantages/Quirks [69] Skills/Techniques [69]	CHARACTER	NOTES			
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Cultural Familitarity [60] Disadvantages/Quirks [-10] Skills/Techniques [69]	Attributes/Sec	condary Characte	eristics [150]		
Disadvantages/Quirks [-10] Skills/Techniques [69]	Advantages/P	erks/TL/Languag	es/		l
Disadvantages/Quirks [-10] Skills/Techniques [69]					
Other [269] Totals: \$	Skills/Technic	ques	[69]		
	Other		[269]	Totals:	\$

			Na Na	me Sch	nlebnar			Player Casey		Point Total 28	35
G	711	DD						-1 Age 12			
1	الالا	1772	Ap	pearanc	e Mastiff-s	sized s	nail				
CHA	RACT	ER SE	IEET		CURRENT		Languages		Spoken	Writte	en
ST	9	[-10]	HP	14		10]					[]
DX	9	[-20]	WILL	15]					[] [] []
IQ	15	[100]	PER	17	CURRENT	10]	DR Head: 2 Torso: 2	TL:Cultural Famil			_[]
HT	12	[20]	FP	12]	Arm: Hand: Leg: Foot:				[[
BASIC S EN None (Light (SPEED	7.00 RANCE	DAMAGE [35] BASIC MC 20 BM × 1 BM × 0 BM × 0	OVE	DOD Dodge Dodge -1	GE 10	BLOCK	Appearance Status Reputation			
Heavy	$(3) = 6 \times$	BL _	BM × 0).4	Dodge -3	·					
Comm	on Con		TAGES AND			40.7		S	KILLS		
	non Sen na Ria (e Gear)		L	10 J	Name Computer I	Hacking		Relative Level	
			4 to Climbir					Programming			
		1 HP/se			[Research	<u> </u>			[2
					[- 1	Climbing				[4
					[]	Gardening		15		[1]
<u> </u>					[]	Electronics		15		[2]
					[]	Mechanic		15		[2]
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Totals:

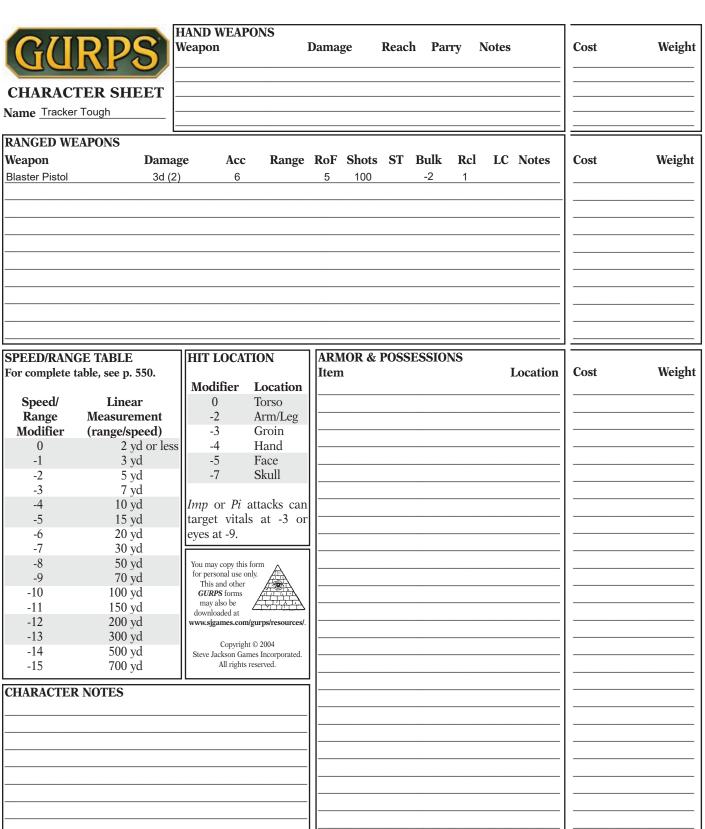
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Lbs.

Skills/Techniques _____

Other

			Na Na	ıme <u>Tra</u>	cker Tou	ıgh			Player Kurt	Poi	int Total <u>310</u>
C		RD	Ht	6' 3"	Wt _23	30 lbs	_ S i	ize Modifier	0 Age 28	Uns	pent Pts
1	اكرا	177	Ap	pearanc	e Sextip	ede B	our	nty Hunter			
CHA	RACT	ER SH	IEET		CURRENT		ſ	Languages	Sr	oken	Written
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51	16	L 60]	HP	16		L.	┚╽				-
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DX	14	80	WILL	10		[]				
					1		- [[
IO	10	$\lceil \Gamma \cap \Gamma \rceil$	PER	14		20	۱ [DR	TL:]
Y	10	lr ,]	LLK	' '	CURRENT	L - °.	기	Head: 6 Torso: 4	Cultural Familiariti	es	r
TTT	11	Г.,, т	TO	11		г -	۱,	Arm: 4 Hand: 4			L
HT		[10]	FP	11		L.	┚╽	Leg: 4 Foot: 4			[
BASIC 1	LIFT (ST >	ST)/5 64	_ DAMAGE	Thr 1d	+1_Sw	2d+2	_ i	PARRY	Reac	tion Modi	ifiers
BASIC S	SPEED _	6.25	[] BASI	C MOVE	8_8	[10	0]				
EN	CUMBE	RANCE	M	OVE	DC	DDGE	٦l	11	Appearance Status		
None (0) = BL	6	4_ BM × 1	l 8	Dodge	11			Reputation		
			BM × 0		_		_	BLOCK			
			BM × 0								
			BM × 0				-				
A-Heav	/y (4) = 1		BM × (Doage	-4	닠닎				
Extra	Δrme		TAGES AND			Γ <i>4 Ε</i>		NT	SKILI		Later Total
	Attack							Name Wrestling			lative Level [12]
	riction A							Blaster			[4
		stance 4						Tracking			[4
	J						íll	Unarmed 0	Combat		[12
							íll	First Aid			[1
						_	íll	Shadowing]		8
						[íll	Stealth		15	[4
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		DISADVAN	NTAGES ANI	D QUIRK	S						[
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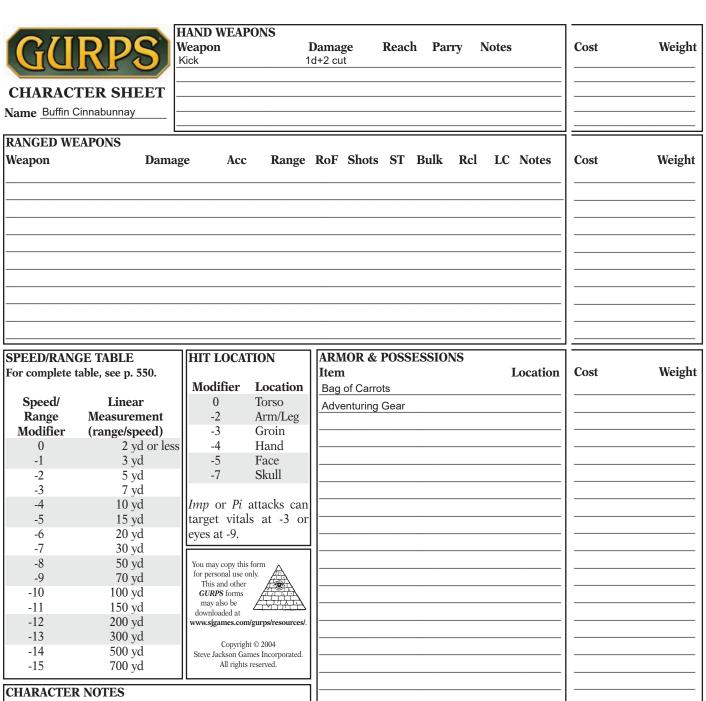
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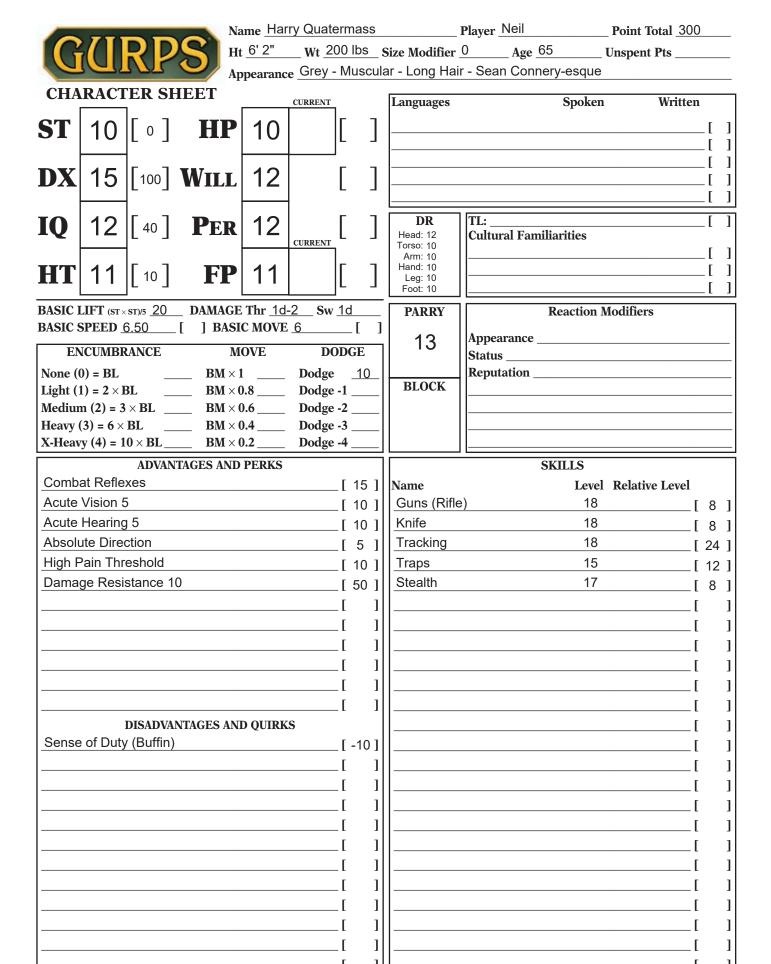
POINTS SUMMARY	
Attributes/Secondary Characteristics	[180]
Advantages/Perks/TL/Languages/	
Cultural Familitarity	[105]
Disadvantages/Quirks	[-20]
Skills/Techniques	[45]
Other	_[]

	-		Na Na	ame Buf	fin Cinna	abunnay		Player Amanda	Point Tot	al 281
		D D						Age 16		
10	الالا				e Rabbi					
СНА	RACT	ER SI	HEET		CURRENT		Languages	Spol	cen V	Written
ST	10	[10]	HP	11		[2]				
DX	15	[100]	WILL	12		[]				[] [] []
IQ	12	[40]	Per	12	CURRENT		DR Head: 2 Torso:	TL:Cultural Familiarities		[]
HT	11	[10]	FP	11		[]	Arm: Hand: Leg: Foot:			i i i
			_ DAMAGE				PARRY	Reaction	on Modifiers	
			_[] BASI				.]	Appearance		
EN	CUMBR	ANCE	M	OVE	DC	DDGE		Status		
	0) = BL		BM × 1		_		BLOCK	Reputation		
-			BM × 0		_		BLUCK			
1			BM × (_					
			BM ×		_					
			TAGES AND					SKILLS		
Acute	Hearing		THOES HAD			[6]	 Name		vel Relative	I evel
Mager							Jump		10	[12]
	olic Hea						Stealth		17	
	ced Do						Fast-Talk		14	
I	rance 1						Unarmed (15	ر ۱۹ ا 1 ر ۱
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]	DISADVA	NTAGES AN	D QUIRK	S					[]
Naive						_[-10]				[]
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CHARACTER NOTES
Buffin - Rabbit person who used to be enslaved by an evil
magician, but escaped to live her own life.
POINTS SUMMARY
Attributes/Secondary Characteristics [162]
Advantages/Perks/TL/Languages/
Cultural Familitarity [74]
Disadvantages/Quirks[-15]
Skills/Techniques[]
Other []

Totals:	\$ Lbs





Name Harry Quatermass

	HAND WEAPONS						
١	Weapon	Damage	Reach	Parry	Notes	Cost	Weight
J	Knife	1d cut/1d-2 ir	np	12			
•							
_							

RANGED WEAPON	IS										
Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC Notes	Cost	Weight
Knife	1d-1 imp									_	
Elephant Rifle	7d pi	5		2	2		-4	3		_	
										_	
										_	
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SPEED/RAN	GE TABLE	HIT LOCA	TION
For complete t	table, see p. 550.		
		Modifier	Loca
Speed/	Linear	0	Torso
Range	Measurement	-2	Arm/
Modifier	(range/speed)	-3	Groin
0	2 yd or less	-4	Hand
-1	3 yd	-5	Face
-2	5 yd	-7	Skull
-3	7 yd		
-4	10 yd	Imp or Pi	attacks
-5	15 yd	target vita	ls at -
-6	20 yd	eyes at -9.	
-7	30 yd		
-8	50 yd	You may copy this	s form ^
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IT LOCA	ΓΙΟΝ	ARMOR & POSSESSIONS Item	L
Modifier	Location		_
0	Torso		
-2	Arm/Leg		
-3	Groin		
-4	Hand		
-5	Face		
-7	Skull		
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-7 30 yd -8 50 yd -9 70 yd -10 100 yd -11 150 yd -12 200 yd -13 300 yd -14 500 yd -15 700 yd Stev Jackson Games Incorporated. All rights reserved. Copyright 0 2004 Stev Jackson Games Incorporated. All rights reserved. Companion and helper of Buffin. POINTS SUMMARY Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [1-10] Skills/Techniques [60]					
-8 50 yd -9 70 yd You may copy this form for personal use only. This and other GURPS forms may also be downloaded at www.sjgames.com/gurps/resources/13 300 yd -14 500 yd -15 700 yd Steve Jackson Cames Incorporated. All rights reserved. CHARACTER NOTES Big game hunter, looking for the next unique trophy. Human Terran. Father was a military officer. Companion and helper of Buffin. Foliation of the person o			eyes at -9.		
-9 70 yd -10 100 yd -11 150 yd -12 200 yd -13 300 yd -14 500 yd -15 700 yd Copyright © 204 Stev Backson Games Incorporated. All rights reserved. CHARACTER NOTES Big game hunter, looking for the next unique trophy. Human Terran. Father was a military officer. Companion and helper of Buffin. POINTS SUMMARY Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [1-10] Skills/Techniques [60]					
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-11 150 yd -12 200 yd -13 300 yd -14 500 yd -15 700 yd Steve Jackson Games Incorporated. All rights reserved. CHARACTER NOTES Big game hunter, looking for the next unique trophy. Human Terran. Father was a military officer. Companion and helper of Buffin. POINTS SUMMARY Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [1-0] Skills/Techniques [60]					
-11					
-13 300 yd -14 500 yd -15 700 yd Copyright © 2004 Steve Jackson Games Incorporated. All rights reserved. CHARACTER NOTES Big game hunter, looking for the next unique trophy. Human Terran. Father was a military officer. Companion and helper of Buffin. POINTS SUMMARY Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [160] Skills/Techniques [60]			downloaded at		
-14			www.sjgames.com/gurps/resources/.		
CHARACTER NOTES Big game hunter, looking for the next unique trophy. Human Terran. Father was a military officer. Companion and helper of Buffin. POINTS SUMMARY Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [100] Skills/Techniques [60]			Copyright © 2004		
CHARACTER NOTES Big game hunter, looking for the next unique trophy. Human Terran. Father was a military officer. Companion and helper of Buffin. POINTS SUMMARY Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [10] Skills/Techniques [60]					
Big game hunter, looking for the next unique trophy. Human Terran. Father was a military officer. Companion and helper of Buffin. POINTS SUMMARY Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [-10] Skills/Techniques [60]	-15	700 yd	All rights reserved.		
Big game hunter, looking for the next unique trophy. Human Terran. Father was a military officer. Companion and helper of Buffin. POINTS SUMMARY Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [-10] Skills/Techniques [60]	CHARACTER	NOTES			
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Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [10] Skills/Techniques [60]					
Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [10] Skills/Techniques [60]					
Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [10] Skills/Techniques [60]					
Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [10] Skills/Techniques [60]					
Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [10] Skills/Techniques [60]					
Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [10] Skills/Techniques [60]					
Attributes/Secondary Characteristics [150] Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [10] Skills/Techniques [60]	DOINTE CUM	IM A DS/			
Advantages/Perks/TL/Languages/ Cultural Familitarity [100] Disadvantages/Quirks [-10] Skills/Techniques [60]			· , · · · · · ·		
Cultural Familitarity [100] Disadvantages/Quirks [-10] Skills/Techniques [60]		•			
Disadvantages/Quirks [-10]	_				
Skills/Techniques [60]	Cultural Far	nilitarity	[100]		
Skills/Techniques [60]	Disadvantage	s/Quirks	[-10]		
T-4-1					
Other[300]				Totals:	\$

Item	Location	Cost	Weight
Totals:		\$	Lbs



Name Michaela O'Dempsey Player Desmond Point Total 299

Ht 6' 2" Wt 200 lbs Size Modifier 0 Age 21 Unspent Pts 1

Appearance Half-Elf, "Jessica Rabbit" curvy, long curly hair to calves

PARRY

7

BLOCK

CHARACTER SHEET

Magery

		_			CURRENT	
ST	12	[20]	HP	12]
DX	11	[20]	WILL	15	[]
IQ	15	[100]	PER	15	CURRENT]
нт	11	[10]	FP	11]

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

DR	TL:[]
Head:	Cultural Familiarities
Torso:	r 1
Arm:	L
Hand:	
Leg: Foot:	[]

BASIC LIFT (ST × ST)/5 36	DAMAGE Thr 1d-1	Sw 1d+2
BASIC SPEED 5.50 [] BASIC MOVE <u>5</u>	[]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <u>36</u>	$BM \times 1$	Dodge 8
Light (1) = $2 \times BL$	$BM\times0.8___$	Dodge -1
Medium (2) = 3 × BL	$BM\times0.6___$	Dodge -2
Heavy (3) = $6 \times BL$	$BM\times0.4_\!\!$	Dodge -3
$X-Heavy (4) = 10 \times BL \underline{\hspace{1cm}}$	$BM\times0.2___$	Dodge -4

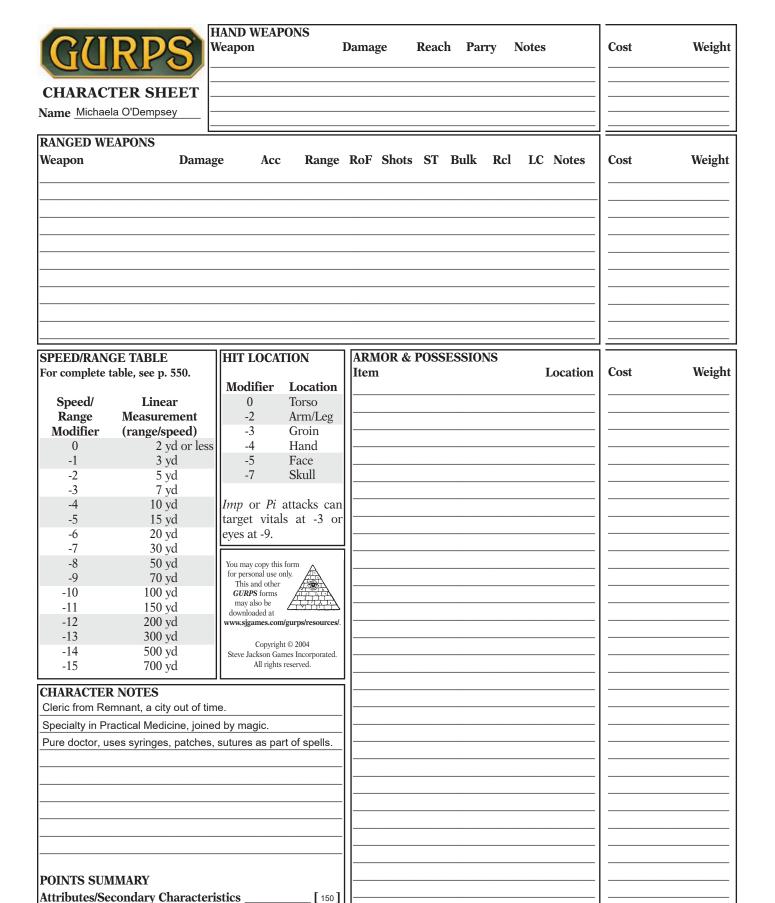
ADVANTAGES AND PERKS

____[5]

Reaction Modifiers
Appearance Status Reputation

Appearance 4	[16]
Charisma 2	
Empathy	
Language Talent	
	г 1
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	i
DISADVANTAGES AND QUIRKS	
Pacifism (Cannot harm innocents)	[-10 <u>]</u>
Honesty	
	1
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	SKILLS			
Name	Level	Relative Level		
Pharmacy	15	[4]
Sewing	13	[4]
Diagnosis	15	[4]
First Aid	18][8]
Physician	15][4]
Surgery	15][8]
Veterinary	15][4]
Biology	15	[8]
Poisons	15	[4]
Herb Lore	15	[8]
Cooking	15	[2]
		[]
	Spells	[]
Great Healing	15][5]
Fortify	15	[5]
Haste	15][5]
Light	15	[5]
Major Healing	15	[5]
Minor Healing	15][5]
Paralyze Limb	15][5]
Shield	15][5]
Sleep	15][5]
Lend Vitality	15	[5]
Command	15	[5]
		1		1



56

_[113]

Totals:

\$

Lbs.

Advantages/Perks/TL/Languages/
Cultural Familitarity_____

Skills/Techniques _____

Other_

Disadvantages/Quirks _____ [-20]

			Na Na	ame <u>Syr</u>	ın			Player Mark	Po	int Total <u>301</u>
	7/11	D	K H	<u>5' 10"</u>	Wt _18	0 lbs	Size Modifier	Age 683	Uns	pent Pts
7	الحال	177			e Devilis					
CHA	RACT	ER SH	-	•					1	WAY O.
		l			CURRENT		Languages	S	poken	Written
ST	14	 	HP	14		[]				[]
										[]
DV	11	Г Т	WILL	11		Γ٦				L .
DΛ	14	L 80]	WILL	' '		L				L . []
					1			1 [L .
IQ	12	40	PER	11			DR Head: 12	TL: Cultural Familiarit	ies	L J
					CURRENT		Torso: 10 Arm: 10		103	[]
HT	11	10	FP	11		Γ٦	Hand: 10			[
		L 10]	1.1	' '		L J	Leg: 10 Foot: 10			[]
BASIC	LIFT (ST ×	st)/5 39	DAMAGE	Thr 1d	Sw 2	2d	PARRY	Rea	ction Mod	ifiers
			_ [] BASI							
E	NCUMBR	ANCE	M	OVE	DO	DGE	1 12	Appearance		
1	0) = BL		BM × 1					Status Reputation		
1	$1) = 2 \times I$		BM × 0				BLOCK			
			BM × 0		_					
			BM × 0							
X-Heav	vy(4)=1	$0 \times BL$	BM × 0	0.2	Dodge -	4				
		ADVAN'	TAGES AND	PERKS				SKIL	LS	
Mage	ry 1					[15]	Name		Level Re	elative Level
Claws	3					[10]	Unarmed (Combat	18	[16]
Very I	Handsor	ne				[16]	<u>Diplomacy</u>		16	[16]
Dama	ge Resi	stance (+	- 10)			[50]	Crossbow		15	[4]
Charis	sma 4					[20]	Intimidate		13	[4]
						[]				[]
						[]		Spells		[
						[]	Planar Sur	mmons	13	[5]
						[]	Resist Fire)	13	[5
						[]	Command		13	[5
						[]	Truthsaye	٢	13	[5]
						[]				[
		DISADVAN	NTAGES AN	D QUIRK	s					[
Arrog	ant					[-10]				[
Overd	onfiden	ce				[-5]				[]
Glutto	n					[-5]				[
						[]				[
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	HAND WEAPONS							
١	Weapon	Damage	Reach	Parry	Notes	Cost	t	Weigh
	Claws	1d+3 cut		12				

Name	Synn		

RANGED WEAPO	NS											
Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Crossbow	2d+1 imp	4		1_	10		-6				.	
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SPEED/RAN	GE TABLE
For complete	table, see p. 550.
Speed/	Linear
Range	Measurement
Modifier	(range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION							
Modifier	Location						
0	Torso						
-2	Arm/Leg						
-3 Groin							
-4	Hand						
-5	Face						
-7	Skull						
Imp or Pi attacks can target vitals at -3 or eyes at -9.							
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CHARACTER NOTES
Demon who compels people to serve him.
Comes to the city on holiday.
DOM WO CYNTY I DY
POINTS SUMMARY
Attributes/Secondary Characteristics [170]
Advantages/Perks/TL/Languages/
Cultural Familitarity [111]
Disadvantages/Quirks [-20]
Skills/Techniques [40]
Other[]

ARMOR & POSSESSIONS Item	Location	Cost	Weigh
Tota	ls:	\$	Lbs

1			Na Na	me Col	. Otto V	on Un	ival		Player Alex		Point Total 286	3	
G		S D	K H	5' 9"	Wt _3	00	§	Size Modifier	0 Age	32	Unspent Pts 14		
6	الالا	777	Ar	pearanc	e								
CHA	RACT	ER SI		•									
		1			CURRENT	1	_	Languages		Spoken	Written	1	
ST	12	20	HP	12]					_ []
]_	_]
DY	13	[60]	WILL	13		Γ	1]]
			WILL			L	J					_ [1
TO	40	 	D	4 -]	г	7	DR	TL:			<u>-</u> _	=
IQ	13	[60]	Per	15		10		Head: 7	Cultural Fai	miliarities		_ L	J
		1			CURRENT	1		Torso: 5 Arm: 5				_[]
HT	11	[10]	FP	11		lΓ	1	Hand: 5 Leg: 5				_[]
		۱۲ - ۱				<u> </u>	_	Foot: 5				_[_]
			_ DAMAGE					PARRY		Reaction N	Modifiers		
BASIC S	SPEED <u>(</u>	6.00	[] BASI	C MOVE	6	[]	11	Appearance	!			
EN	CUMBE	RANCE	M	OVE	DO	ODGE	\neg	11					
None (0) = BL		BM × 1	l	Dodge	9		Saber	Reputation				
			BM × 0					BLOCK					
1			BM × 0		_		- 1						
1 -			BM × 0		_		-						
л-неач	/y (4) = 1		BM × (Douge	-4	ᆗ						
Domo	ao Booi		TAGES AND			F 05	. ,			SKILLS			
1	ge Resi at Refle	stance D					- 1	Name		Level 15	Relative Level		
l	Shield 4							Riding Swords		15	[
Ultravi								Pistols		15 15	[]
l			nort					I			[. 8]
KODOL	שט /	Life Sup				_	- 1	Rifles	anona	12 12	l	. 1]
]	Heavy Wea	αμυτιδ	12	[. 1]
l						_ l]	Tactics		12		. 1]
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l						_ L	北	Military Etic		12	l	. 1]
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l						_ L	北				l]
l						_ L	1				l]
		DISADVA	NTAGES AN	D QUIRK	.5						l]
l	· · · · · · · · · · · · · · · · · · ·					_ L	北				l	_]
l	· · · · · · · · · · · · · · · · · · ·					_ L	北				l	_]
						_ L	-1				l]
l						_ L	1				l	-	J
						_ L _ r	-11				l]
						_ L	-11				l]
						_ L	1				l]
						_ L	1				[
						_ L]				[]
						_[1				[]
						_[1				[]
						_[1				[]
						_[]				[]



HAND WEAPONS					
Weapon	Damage	Reach	Parry	Notes	Cost
Punch	1d-1 cr		10		
Cavalry Sabre	1d+3 (2) cut		11		
					 -

Weight

Name	Col. C	Otto Vo	n Unival

RANGED WEAPO	NS											
Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Laser Pistol	3d (2)	5		10	50		-2	11				
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SPEED/RANGE TABLE For complete table, see p. 550.						
Speed/ Range Modifier	Linear Measurement (range/speed)					
0	2 yd or less					
-1	3 yd					
-2	5 yd					
-3	7 yd					
-4	10 yd					
-5	15 yd					
-6	20 yd					
-7	30 yd					
-8	50 yd					
-9	70 yd					
-10	100 yd					
-11	150 yd					
-12	200 yd					
-13	300 yd					
-14	500 yd					
-15	700 yd					

CHARACTER NOTES

HIT LOCATION					
Modifier	Location				
0	Torso				
-2	Arm/Leg				
-3	Groin				
-4	Hand				
-5	Face				
-7	Skull				
	attacks can ls at -3 or				
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Debet discount diding a social mass.
Robot dinosaur-riding cavalryman
POINTS SUMMARY
Attributes/Secondary Characteristics [160
Advantages/Perks/TL/Languages/
Cultural Familitarity [96
Disadvantages/Quirks[
Skills/Techniques[30
Other

HIT LOCAT	TON	ARMOR & POSSESSIONS Item Location	Cost	Weight
Modifier 0 -2 -3 -4 -5 -7 Imp or Pi atarget vitals eyes at -9.	Location Torso Arm/Leg Groin Hand Face Skull attacks can s at -3 or	Location	Cost	weight
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etics	[160] [96] [30]	Totals:	\$	Lbs.

45			Na Na	me The	Deserte	r		Player Nicco	· 	Point Total 244	ļ
G		RD	Mt		Wt		Size Modifier	Age	U	nspent Pts 56	
1	ركار	177	Ap	pearanc	e						
CHA	RACT	ER SF	HEET		CURRENT		Languages		Spoken	Written	ı
ST	12	[₃₀]	HP	13	l lı	7					r 1
31	13			13	'	L					[]
DX	12	[eo]	WILL	12	l 1	7					_[]
DΛ	13		WILL	12	'						_[] _[]
IO	12	Г ₄₀ Т	Per	10	۱ ۱	- T	DR	TL:			[]
IQ	_	L ⁴⁰ J	PER	12	CURRENT		Head: 4 Torso:	Cultural Fan	iliarities		
TTT	40	ГТ	TZID	10	l I,	- 1	Arm: Hand:				[]_ []
HT	13	$\begin{bmatrix} 30 \end{bmatrix}$	FP	13	<u> </u>		Leg: Foot:				_
BASIC 1	LIFT (ST ×	ST)/5 34	_ DAMAGE	Thr <u>1d</u>	Sw <u>2</u>	2d-1	PARRY		Reaction M	odifiers	
BASIC S	SPEED 6	6.50	[] BASI		6	_[]	10	Appearance			
	ICUMBR			OVE	DOI			Status			
None (•		BM × 1		_		BLOCK	Reputation _			
			BM × 0				BLOCK				
			BM × 0								
X-Heav	y (4) = 1	0 × BL_	BM × 0).2	Dodge -	4					
	of Cotro		TAGES AND						SKILLS		
Unkilla	of Entrop able						Name Eyes of En	tropy (IA)	Level 13	Relative Level	
OTIKING	1010						Spear	пору (іл.)	1.1]]	4]
							Rifle		14	[
						[]	Throwing		14	[4]
						[]	Indirect Fire		13	[4]
						[]	Intimidation	1	14	[4]
						[]				[]
						[] []				L	
						[]				L	1
						[]				[1
]	DISADVA	NTAGES ANI	QUIRK	s	-]
Amne	sia					[-15]				[]
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<u> </u>						[]				[
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Name The Deserter

	HAND WEAPONS							
1	Weapon	Damage	Reach	Parry	Notes		Cost	Weight
J	Bayonet	1d+2 imp						
•								
_								

RANGED WEAP	ONS											
Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Rifle	7d pi	5		2			-4	2				
Grenade	4d cr [2d ex]										_	
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											-	
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SPEED/RANG	GE TABLE
For complete t	table, see p. 550.
Speed/	Linear
Range	Measurement
Modifier	(range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

l	HIT LOCA	TION	ARMOR & POSSESSIONS
l			Item
l	Modifier	Location	Gas Mask
l	0	Torso	Helmet (DR 2)
l	-2	Arm/Leg	110111101 (2112)
l	-3	Groin	
l	-4	Hand	
l	-5	Face	
l	-7	Skull	
l			
l	<i>Imp</i> or <i>Pi</i>	attacks can	
l	target vita	ls at -3 or	
l	eyes at -9.		
l			l
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SPEED/RAN	GE TABLE	HIT LOCA	ΓΙΟΝ	ARMOR & POSSESSIONS			
For complete	table, see p. 550.			Item Lo	cation	Cost	Weight
		Modifier	Location	Gas Mask			
Speed/	Linear	0	Torso	Helmet (DR 2)			
Range	Measurement	-2	Arm/Leg				
Modifier	(range/speed)	-3	Groin				
0	2 yd or less	-4	Hand				
-1	3 yd	-5	Face				
-2	5 yd	-7	Skull				
-3	7 yd						
-4	10 yd	Imp or Pi	attacks can				
-5	15 yd		ls at -3 or				
-6	20 yd	eyes at -9.					
-7	30 yd						
-8	50 yd	You may copy this	s form				
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-13	300 yd	Convrig	nt © 2004				
-14	500 yd	Steve Jackson Ga	mes Incorporated.				
-15	700 yd	All rights	reserved.				
CHARACTEI	NOTES						
CHARACTE	KNUIES						
POINTS SUN	MMARY						
1	econdary Characteri	ietice	[160]				
1	•		[100]				
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Cultural Fa	militarity		[75]				
	es/Quirks						
	ques						
Other				Totals:		\$	Lbs.
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C	711	DD								Unspent Pts		
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DΥ	13	[eo]	WILL	13	Г	- 1					_[]
DA	13		WWILL	13	L						_[]
IO	13	[60]	PER	13	[- 1	DR	TL:			_[]
Y		 L °° J			CURRENT		Head: Torso:	Cultural Fan	niliarities		ı	1
нт	11	10	FP	11	r	- 1	Arm: Hand: Leg:				_ i	j
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			DAMAGE _[5] BASI				PARRY		Reaction I	Modifiers		
				OVE	DOI		12					
None (BM × 1				wakazashi					
Light ($1) = 2 \times I$	BL _	BM × 0	8.	Dodge -	1	BLOCK					
ı			BM × 0		_							
			BM × 0 BM × 0									
	<i>y</i> (, <i>y</i> = 2		NTAGES AND		Douge				SKILLS			_
Comp	uter Inte	_				[5]	Name			Relative Level		
Zombi	e!				I	[10]	Computer I	Hacking	13		[2]
Invisib							Karate				_]
Teleki							Shortsword	1	16		[12	2]
l ———	at Refle Shield 2						Stealth Shuriken		14 14		[4]
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Name Zabon

HAND WEAPONS						
Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Punch	1d		11			
Kick	1d+2					
Wakazashi	1d+2 cut		12			
	1d-1 imp					
	•					

RANGED WEAP	ONS											
Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Shuriken	1d cut	4		3				1				
											-	
											l	

SPEED/RANG	GE TABLE	HIT LOCA	TION	ARMOR & POSSESSIONS	
For complete t	table, see p. 550.			Item Loca	tion (
		Modifier	Location	Cybermonocle	
Speed/	Linear	0	Torso		
Range	Measurement	-2	Arm/Leg		-
Modifier	(range/speed)	-3	Groin		-
0	2 yd or less		Hand		
-1	3 yd	-5	Face		
-2	5 yd	-7	Skull		
-3	7 yd				
-4	10 yd	Imp or Pi	attacks can		
-5	15 yd		ls at -3 or		-
-6	20 yd	eyes at -9.			-
-7	30 yd				-
-8	50 yd	You may copy this			
-9	70 yd	for personal use of This and other			
-10	100 yd	GURPS forms			
-11	150 yd	may also be downloaded at			
-12	200 yd		n/gurps/resources/.		
-13	300 yd		1.0.0004		-
-14	500 yd		ht © 2004 ames Incorporated.		
-15	700 yd		s reserved.		
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CHARACTER	R NOTES				

	- 1
CHARACTER NOTES	· -
Psychic zombie ninja cyborg	. -
	. -
	-
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	-
	-
POINTS SUMMARY	-
Attributes/Secondary Characteristics [155]	· -
Advantages/Perks/TL/Languages/	-
Cultural Familitarity [123]	. -
Disadvantages/Quirks[]	-
Skills/Techniques [32]	-
Other []	

Tota	ls: \$	Lbs

Weight