



CHARACTER SHEET

Name Stephanie Quimby
 Ht Wt
 Appearance

Player Kimi
 Size Modifier 0 Age

Point Total 100
 Unspent Points 0

ST	9	[-10]	HP	9	<small>CURRENT</small>	[0]
DX	11	[20]	Will	13		[0]
IQ	13	[60]	Per	13		[0]
HT	10	[0]	FP	10	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR	TL: 9	[0]
0	Cultural Familiarities	

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

PARRY	Reaction Modifiers
8	Appearance:
DX	Status: +0
BLOCK	Other: +0
6	
DX	

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	16	BM x 1	5	Dodge	8
Light (1) = 2 x BL	32	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	48	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	96	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	160	BM x 0.2	1	Dodge - 4	4

SKILLS			
Name	Level	Relative Level	
Administration	12	IQ-1	[1]
Area Knowledge (local)	13	IQ+0	[1]
Computer Hacking/TL9	12	IQ-1	[4]
Computer Programming/TL9	11	IQ-2	[1]
Savoir-Faire (Educators)	13	IQ+0	[1]
Teaching	12	IQ-1	[1]

ADVANTAGES AND PERKS	
Luck	[15]
Signature Gear (Zone Gear) 1	[1]
Wealth (Comfortable)	[10]
DISADVANTAGES AND QUIRKS	
_Unused Quirk 1	[-1]
_Unused Quirk 2	[-1]
_Unused Quirk 3	[-1]
_Unused Quirk 4	[-1]
_Unused Quirk 5	[-1]



CHARACTER SHEET
Stephanie Quimby

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	11 (No)			
	Kick	1d-2 cr	C,1	9 (No)			
	Punch	1d-3 cr	C	11 (8)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Zone Gear		0	1

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[70]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[26]
Disadvantages/Quirks	[-5]
Skills/Techniques	[9]
Other	[]



CHARACTER SHEET

Name Aegis
 Ht Wt
 Appearance Zone Avatar

Player Kimi
 Size Modifier 1 Age

Point Total 200
 Unspent Points 0

ST	16	[54]	HP	16	CURRENT	[0]
DX	13	[60]	Will	12		[-5]
IQ	13	[0]	Per	12		[-5]
HT	15	[50]	FP	15	CURRENT	[0]

BASIC LIFT 51 DAMAGE Thr 1d+2 Sw 3d-1
 BASIC SPEED 7 [0] BASIC MOVE 7 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 51	BM x 1 7	Dodge 10
Light (1) = 2 x BL 102	BM x 0.8 5	Dodge - 1 9
Medium (2) = 3 x BL 153	BM x 0.6 4	Dodge - 2 8
Heavy (3) = 6 x BL 306	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 510	BM x 0.2 1	Dodge - 4 6

ADVANTAGES AND PERKS

Cyber Attuned (IQ+Cyber Attunement) 3 (Affects IQ)	[0]
Striking ST 1	[5]
Team Lair	[5]
Warp (Costs FP (+10); Limited Use (1/day); Tunnel (2d turns))	[50]
Roll to Teleport: 13	
Sacrificial Block	[1]
Sacrificial Parry (Flail)	[1]

DISADVANTAGES AND QUIRKS

Disturbing Voice	[-10]
Noisy -1	[-2]
Sense of Duty (To those weaker)	[-10]
Socially Awkward	[-5]

Languages	Spoken	Written

DR 25	TL: 9 Cultural Familiarities [0]
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PARRY 10 Flail	Reaction Modifiers
BLOCK 10 Shield (Force)	Appearance: Status: +0 Other: +0 Conditional: -1 from 'Noisy', +2 from 'Sense of Duty (To those weaker)' when in dangerous situations if Sense of Duty is known, -2 from 'Disturbing Voice'

SKILLS

Name	Level	Relative Level
Brawling	13	DX+0 [1]
Roll to Punch: 13, Roll to Bite: 13, Roll to Kick: 11		
Flail	14	DX+1 [8]
Shield (Force)	14	DX+1 [2]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d+1 cr	C,1	13 (9)				
	Kick	1d+3 cr	C,1	11 (No)				
1	Flail	3d+3 cr	1,2*	11 (8U)	13	[6]	200	16
1	Force Shield						90	25
	Bash	1d+2 cr	1	12 (No)		[2,4]		

RANGED WEAPONS												Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rel	LC			Notes	

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Defensive Tacsuit	limbs, groin, head, neck, hands, feet	3000	15
1	Defensive Tacsuit Torso Upgrade	torso	2000	10

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[154]
Advantages/Perks/TL/Languages/Cultural Familiarity	[62]
Disadvantages/Quirks	[-27]
Skills/Techniques	[11]
Other	[]



CHARACTER SHEET

Name Alfonse Camus
 Ht Wt
 Appearance

Player Bill
 Size Modifier 0 Age 41

Point Total 100
 Unspent Points 0

ST	8	[-20]	HP	8	<small>CURRENT</small>	[0]
DX	8	[-40]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	7	[-30]	FP	7	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR 0	TL: 9 Cultural Familiarities	[0]
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BASIC LIFT 13 DAMAGE Thr 1d-3 Sw 1d-2
 BASIC SPEED 3.75 [0] BASIC MOVE 3 [0]

PARRY 7 DX	Reaction Modifiers Appearance: Status: +0 Other: +0
BLOCK 5 DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 13	BM x 1 3	Dodge 6
Light (1) = 2 x BL 26	BM x 0.8 2	Dodge - 1 5
Medium (2) = 3 x BL 39	BM x 0.6 1	Dodge - 2 4
Heavy (3) = 6 x BL 78	BM x 0.4 1	Dodge - 3 3
X-Heavy (4) = 10 x BL 130	BM x 0.2 1	Dodge - 4 2

SKILLS			
Name	Level	Relative Level	
Computer Hacking/TL9	12	IQ+0	[8]
Computer Programming/TL9	12	IQ+0	[4]
Electronics Operation/TL9 (specialization)	13	IQ+1	[4]
Electronics Repair/TL9 (specialization)	13	IQ+1	[4]
Engineer/TL9 (specialization)	13	IQ+1	[8]
Guns/TL9 (Pistol)	9	DX+1	[2]
Mathematics/TL9 (Applied)	11	IQ-1	[2]
Mechanic/TL9 (specialization)	13	IQ+1	[4]
Research/TL9	13	IQ+1	[4]
Scrounging	14	Per+2	[4]

ADVANTAGES AND PERKS	
Cyber Crossover (IQ for DX)	[25]
DX Attunement (+4 to DX in Zone) 4	[40]
Jumper (Independent Connection) Roll to World Jump: 12	[75]
Signature Gear (Zone Gear) 1	[1]

DISADVANTAGES AND QUIRKS	
Paraplegic	[-30]
_Unused Quirk 1	[-1]
_Unused Quirk 2	[-1]
_Unused Quirk 3	[-1]
_Unused Quirk 4	[-1]
_Unused Quirk 5	[-1]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-4 cr	C	8 (No)			
	Kick	1d-3 cr	C,1	6 (No)			
	Punch	1d-4 cr	C	8 (7)			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Magnum Pistol, 15mmCLP	4d+1	pi++2	235 / 2600	3	9+1(3)	6	11	-2	4	3		870	3

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
50	15mmCLP Conventional Ammunition		60	3
1	Zone Gear		0	1

CHARACTER NOTES

- * Cyber Attunement cost changed to 10/level, max. 4. This adds +4 to your IQ while in the Zone, so Hex's IQ base starts at 16 instead of 12
- * Paraplegic cost changed to -30 from -25
- * Added in the default suggested -5 in Unused Quirks
- * Added a Magnum Pistol, the Tech Level 9 equivalent of a Dirty Harry
- * Added 2 points in a Guns (Pistol) skill to shoot it (poorly!)
- * Added points into Computer Hacking as well as

(text truncated to fit space)

POINTS SUMMARY

Attributes/Secondary Characteristics	[-50]
Advantages/Perks/TL/Languages/Cultural Familiarity	[141]
Disadvantages/Quirks	[-35]
Skills/Techniques	[44]
Other	[]



CHARACTER SHEET

Name Hex
 Ht Wt
 Appearance Zone Avatar

Player Bill
 Size Modifier 0 Age

Point Total 200
 Unspent Points 0

ST	15	[50]	HP	15	<small>CURRENT</small>	[0]
DX	16	[0]	Will	13		[5]
IQ	12	[0]	Per	12		[0]
HT	15	[50]	FP	15	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR 18/7*	TL: 9 Cultural Familiarities	[0]
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BASIC LIFT 45 DAMAGE Thr 1d+1 Sw 2d+1
 BASIC SPEED 7.75 [0] BASIC MOVE 7 [0]

PARRY 12 Karate	Reaction Modifiers Appearance: Status: +0 Other: +0
BLOCK 10 DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 45	BM x 1 7	Dodge 12
Light (1) = 2 x BL 90	BM x 0.8 5	Dodge - 1 11
Medium (2) = 3 x BL 135	BM x 0.6 4	Dodge - 2 10
Heavy (3) = 6 x BL 270	BM x 0.4 2	Dodge - 3 9
X-Heavy (4) = 10 x BL 450	BM x 0.2 1	Dodge - 4 8

SKILLS		
Name	Level	Relative Level
Acrobatics	15	DX-1 [2]
Area Knowledge (Darknet)	13	IQ+1 [2]
Area Knowledge (Zone)	13	IQ+1 [2]
Broadsword	16	DX+0 [2]
Climbing	16	DX+0 [2]
Escape	15	DX-1 [2]
Jumping	16	DX+0 [1]
Karate	16	DX+0 [4]
Roll to Punch: 16, Roll to Kick: 16		
Knife	16	DX+0 [1]
Lockpicking/TL9	14	IQ+2 [8]
Shadowing	14	IQ+2 [8]
Shuriken	16	DX+0 [1]
Stealth	16	DX+0 [2]
Throwing	15	DX-1 [1]
Tracking	14	Per+2 [8]
Traps/TL9	14	IQ+2 [7]
Zonewise	13	IQ+1 [4]
Techniques		
Kicking (Karate)	16	[3]

ADVANTAGES AND PERKS

Ambidexterity	[5]
Combat Reflexes	[15]
Cyber Crossed Over (IQ for DX) 2 (Affects DX)	[0]
DX Attuned (IQ for DX) 4 (Affects DX)	[0]
Enhanced Dodge 1	[15]
Fit	[5]
IQ Attuned (Real World IQ) 2 (Affects IQ)	[0]
Luck	[15]
Team Lair	[5]

DISADVANTAGES AND QUIRKS

Code of Honor (Assassin)	[-15]
Marker/Influence -10	[-10]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Karate							
	Punch	1d+1 cr	C	16	(12)			
	Kick	1d+3 cr	C,1	16	(No)			
1	Katana						3900	5
	1H Swing	2d+4 (2) cut	1,2	16	(12)	11		
	1H Thrust	1d+4 (2) imp	1	16	(12)	11		

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Large Knife	1d+1 imp	0	12 / 23	1	T(1)	12	6	-2		4		40	1
4	Shuriken	1d (2) cut	1	8 / 15	1	T(1)	13	5	0		4		18	.4

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Lockpicks		50	0
1	Reflex Boots	feet	150	3
1	Reflex Gloves	hands	30	0
1	Reflex Helmet	skull	250	3
1	Reflex Helmet Visor	eyes, face	100	3
1	Reflex Sleeves	arms	280	2.8
1	Reflex Tactical Vest	torso, groin, neck	900	9
1	Reflex Trousers	groin, legs	280	2.8

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[105]
Advantages/Perks/TL/Languages/Cultural Familiarity	[60]
Disadvantages/Quirks	[-25]
Skills/Techniques	[60]
Other	[]



CHARACTER SHEET

Name Vendetta Thorne

Player Elspeth

Point Total 100

Ht 5' 1"

Wt 106

Size Modifier 0 Age 16

Unspent Points 0

Appearance Dark hair, thin, teen girl

ST	9	[-10]	HP	10	CURRENT	[2]
DX	10	[0]	Will	13		[0]
IQ	13	[60]	Per	14		[5]
HT	10	[0]	FP	10	CURRENT	[0]

Languages	Spoken	Written

DR 0	TL: 9 Cultural Familiarities [0]
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BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 5 [0] BASIC MOVE 5 [0]

PARRY 8 DX	Reaction Modifiers Appearance: Status: +1; Includes: +1 from 'Wealth' Other: +0 Conditional: +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance
BLOCK 6 DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 5	Dodge 8
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 4

SKILLS			
Name	Level	Relative Level	
Computer Hacking/TL9	11	IQ-2	[2]
Computer Programming/TL9	11	IQ-2	[1]
Criminology/TL9	14	IQ+1	[4]
Disguise/TL9 (Human)	12	IQ-1	[1]
Stealth	11	DX+1	[4]

ADVANTAGES AND PERKS	
Fashion Sense	[5]
Signature Gear (Zone Gear) 1	[1]
Wealth (Filthy Rich)	[50]
DISADVANTAGES AND QUIRKS	
Enemy (Security Detail) (15 or less)	[-5]
Greed (15 or less)	[-10]
Minor	[-5]
_Unused Quirk 1	[-1]
_Unused Quirk 2	[-1]
_Unused Quirk 3	[-1]
_Unused Quirk 4	[-1]
_Unused Quirk 5	[-1]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-3 cr	C	10 (No)			
	Kick	1d-2 cr	C,1	8 (No)			
	Punch	1d-3 cr	C	10 (8)			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

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ARMOR & POSSESSIONS				Cost	Weight
Qty	Item	Location			
1	Zone Gear			0	1

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[57]
Advantages/Perks/TL/Languages/Cultural Familiarity	[56]
Disadvantages/Quirks	[-25]
Skills/Techniques	[12]
Other	[]



Name Jam
 Ht 5' 11" Wt
 Appearance Zone Avatar (Marathon runner thin, androgynous features, white-blond punk hair, many ear ornaments.
 Player Elspeth
 Size Modifier 0 Age 30ish
 Point Total 200
 Unspent Points 0

ST	10	[0]	HP	10	<small>CURRENT</small>	[0]
DX	14	[80]	Will	13		[0]
IQ	13	[0]	Per	13		[0]
HT	10	[0]	FP	10	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR	TL: 9	[0]
18	Cultural Familiarities	

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
11	Appearance:
Broadsword	Status: +0
BLOCK	Other: +0
9	
DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 6	Dodge 10
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 6

SKILLS			
Name	Level	Relative Level	
Acrobatics	12	DX-2	[1]
Aerobatics	12	DX-2	[1]
Area Knowledge (The Zone)	13	IQ+0	[1]
Broadsword	14	DX+0	[2]
Camouflage	13	IQ+0	[1]
Climbing	13	DX-1	[1]
Fast-Draw (Broadsword)	15	DX+1	[1]
Fast-Talk	13	IQ+0	[2]
Flight	10	HT+0	[2]
Jumping	14	DX+0	[1]
Lockpicking/TL9	12	IQ-1	[1]
Shadowing	13	IQ+0	[2]
Stealth	13	DX-1	[1]

ADVANTAGES AND PERKS	
Chameleon 2	[10]
Combat Reflexes	[15]
Cyber Attuned (IQ+Cyber Attunement) 3 (Affects IQ)	[0]
Danger Sense	[15]
Roll to sense danger: 13	
Daredevil	[15]
Flight (Small Wings)	[36]
Luck (Extraordinary)	[30]
Signature Gear (Energy Armor & Sword) 2	[2]
Team Lair	[5]
DISADVANTAGES AND QUIRKS	
Enemy (Pulse Security) (9 or less)	[-10]
Secret (Thorne's Daughter) (Utter Rejection)	[-15]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
1	Bite	1d-3 cr	C	14	(No)		120000	3
	Energy Sword (Burning)							
	Swing	2d+2 (2) cut	1	14	(11) 10			
	Thrust	2d (2) imp	1	14	(11) 10			
	Kick	1d-2 cr	C,1	12	(No)			
	Punch	1d-3 cr	C	14	(11)			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rel	LC	Notes		

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Energy Armor (Stolen prototype)	all	200000	1
1	Lockpicks (+2 to Skill)		5000	0
1	Personal Entertainment System		3000	0

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[80]
Advantages/Perks/TL/Languages/Cultural Familiarity	[128]
Disadvantages/Quirks	[-25]
Skills/Techniques	[17]
Other	[]

MELEE ATTACK MANEUVERS (and Options)

ATTACK (1 hex): Attack a target (within reach) unarmed or with a ready weapon (-4 for off-hand *weapon* attacks without Ambidexterity, Trained by a Master/Weapon Master, etc).

- **Deceptive Attack:** -1 to foe's defenses for every -2 you take to your attacking skill (*min.* of 10).
- **Dual-Weapon Attack:** Use both hands to make two unarmed or weapon attacks at once, each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes if they are adjacent. Foe defends at -1 if he is the target of both attacks.
- **Rapid Strike:** Make two attacks, *both* at -6, to replace *one* normal attack (even separate foes).
- **Slam:** DX or Brawling to hit. Both roll thr-2 cr damage, +Size bonus from Range Table to each die. Roller of lower damage rolls DX or falls down (no roll if higher damage is twice as much). If you miss, or foe dodges, must move past if you have movement left. If using a shield, use Shield skill to hit -- add shield's DB to your damage roll, subtract it from target's damage roll.
- **Telegraphic Attack:** +4 to hit, but also +2 to target's defenses. No effect on critical hit chances.
- **Flurry of Blows*†:** Halve the Rapid Strike penalty to -3 by spending 2 FP (1 FP *per attack*), *or...*
- **Mighty Blows*†:** Spend 1 FP *per attack* for a damage bonus of +2 without losing defenses.
- **Rapid Recovery*‡:** Spend 1 FP to parry with an unbalanced weapon after an attack.

ALL-OUT ATTACK (1/2 Move Forward): **NO DEFENSE** until your next turn!

DETERMINED: +4 to skill for a single attack, *or...*

DOUBLE: Two attacks on the same target (-4 for off-hand *weapon* attacks, as above), *or...*

STRONG: +2 damage (or +1 per die, if that would be better) to a single ST-based attack, *and...*

- **Deceptive Attack:** -1 to foe's defenses for every -2 you take to your attacking skill (*min.* of 10).
- **Rapid Strike:** Make two attacks, *both* at -6, to replace *one* normal attack (even separate foes).
- **Slam:** *As above.* Use full Move (not half).
- **Telegraphic Attack:** +4 to hit, but also +2 to target's defenses. No effect on critical hit chances.

MOVE AND ATTACK (Full Move): Move and still attack at a -4 penalty, and a *maximum* skill of 9.

-2 on rolls to avoid falling, etc. Cannot parry or retreat (without Rapid Recovery).

- **Deceptive Attack:** -1 to foe's defenses for every -2 you take to your attacking skill (*min.* of 10).
- **Heroic Charge*†:** Spend 1 FP to ignore the skill penalty and cap (still cannot parry or retreat).
- **Rapid Recovery*‡:** Spend 1 FP to parry with any weapon after a Move and Attack.
- **Slam:** *As above.* The -4 penalty and skill cap of 9 do *not* apply.
- **Telegraphic Attack:** +4 to hit, but also +2 to target's defenses. No effect on critical hit chances.

EVALUATE (1 hex): Study a foe prior to an attack for a +1 bonus per turn spent Evaluating (max. +3).

DEFENSIVE MANEUVER (and Options)

(All options are usable with any maneuver that allows defense)

ALL-OUT DEFENSE (1 hex): +2 to one Active Defense until next turn, *or* attempt two different defenses against one attack. (Half Move allowed if applying the +2 to Dodge.)

Feverish Defense*‡: Spend 1 FP for +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 to any Boxing, Judo, Karate, or fencing Parry; or +1 to any other Active Defense.

Dodge and Drop: *Once* on your turn, drop prone for +3 to Dodge against a single foe's ranged attacks.

* A critical failure on any of these rolls causes an additional 1 HP of injury to arm or leg, no DR.

RANGED ATTACK MANEUVERS (and Options)

ATTACK (1 hex): Attack a target (within range) with a ready weapon (-4 for off-hand *weapon* attacks without Ambidexterity, Trained by a Master/Weapon Master, etc).

- **Prediction Shot (Deceptive Attack):** -1 to foe's Dodge (no effect on Parry or Block) for every -2 you take to your attacking skill (*min.* of 10).
- **Dual-Weapon Attack:** Use both hands to make two pistol attacks, each at -4, to replace *one* normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes. Foe defends at -1 if he is the target of both attacks.

ALL-OUT ATTACK (1/2 Move Forward): **NO DEFENSE** until your next turn!

SUPPRESSION FIRE: Using a weapon with at least RoF 5+, select a target zone two yards across (or multiple adjacent two-yard zones with RoF 10+, as long as 5 shots are fired into each). You must attack *anyone* entering the zone! Final effective skill cannot exceed 6 + rapid fire bonus (or 8 + for mounted weapons). Successful hits strike random Hit Locations. *Cannot use Prediction Shot, or...*

DETERMINED: +1 to skill for a single attack.

- **Prediction Shot (Deceptive Attack):** -1 to foe's Dodge (no effect on Parry or Block) for every -2 you take to your attacking skill (*min.* of 10).

MOVE AND ATTACK (Full Move): Move and still attack at a penalty – the worse of -2 or your weapon's Bulk. Also lose any Aim bonuses. -2 on rolls to avoid falling. Cannot parry or retreat.

AIM (1 hex): Aim a ranged weapon/attack to get its **Acc** bonus, with an additional +1 for two turns, and +2 for three or more turns). No movement if using a braced two-handed weapon.

GENERAL MANEUVERS

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

CONCENTRATE (1 hex): Focus on a mental task. Roll Will-3 to maintain your concentration if injured, knocked down, take an active defense, etc.

DO NOTHING (0 hexes): Take no action at all. Active Defenses are at -4 if suffering from Stun, in which case roll at the end of the turn against HT (physical) or IQ (mental) to recover.

MOVE (Full Move): Do nothing but move (+1 hex after a full turn of running forward).

READY (1 hex): Reload or prepare a weapon or other item, adjust reach, etc.

WAIT (varies): Hold your action for a specific trigger event, then take an Attack, All-Out Attack, or Ready maneuver as normal.

HIT POINTS (HP)

- **Less than 1/3 HP:** You are reeling from your wounds. Move/Dodge are reduced to half.
- **0 HP or less:** Also, make a HT roll every turn, at -1 per *full* multiple of HP below zero or pass out unless you Do Nothing.
- **-1xHP or less:** Also, make a HT roll or die! Roll again at every further multiple of HP.
- **-5xHP or less:** You are immediately dead.

WOUNDING MODIFIERS

x0.5: Small Piercing (pi-)

x1: Crushing (cr), Piercing (pi)

x1.5: Cutting (cut), Large Piercing (pi+)

x2: Impaling (imp), Huge Piercing (pi++)

HIT LOCATIONS

Random	Penalty	Location	Effects
3-4	-7 (-5)	Skull*	Wounding modifier is x4 , Knockdown rolls are at -10 (-5 from behind)
5	-5 (-7)	Face*	Knockdown rolls are at -5 (-7 from behind)
6-7	-2	Right Leg	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost)
8	-2	Right Arm	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost). Double the penalty to -4 if arm is holding a shield
9-10	0	Torso	Default location, no modifiers
11	-3	Groin*	Knockdown rolls at -5 , double shock penalty (-8 maximum) from crushing damage
12	-2	Left Arm	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost). Double the penalty to -4 if arm is holding a shield
13-14	-2	Left Leg	Pi+/Pi++/Imp x1 . Injury > HP/2 cripples the limb (excess damage is lost)
15	-4	Hand	Pi+/Pi++/Imp x1 . Injury > HP/3 cripples the hand (excess damage lost)
16	-4	Foot	Pi+/Pi++/Imp x1 . Injury > HP/3 cripples the foot (excess damage is lost)
17-18	-5	Neck*	Crushing x1.5 /Cutting x2
-	-9	Eye*	Wounding modifier is x4 , Knockdown rolls at -10 . Injury > HP/10 blinds. Only Pi/Pi+/Pi++/Imp/Tight-beam burning attacks can target the eye
-	-3	Vitals*	Pi/Pi+/Pi++/Imp x3 . Tight-beam burning x2 . Crush x1 but requires HT roll vs. knockdown
-	-8/-10	Armor Chinks	Pi/Pi+/Pi++/Imp/Tight-beam burnig only. On a successful hit, halve DR at location. (-8 for torso armor, -10 for all other locations)
-	var.	Weapon	-5: Reach "C" melee weapon/pistol. -4: Reach 1 melee weapon or carbine/shotgun. -3: Reach 2+ melee weapon/rifle. Add'l -2 to <i>Disarm</i>

* *A miss by 1 at this location hits the Torso instead.*

FATIGUE POINTS (FP)

- **Less than 1/3 FP:** Move, Dodge, and ST reduced to half. (No effect on HP/dmg).
- **0 FP or less:** Also, Will roll to attempt any maneuver except Do Nothing or become incapacitated until FP become positive. On a critical failure, roll vs. HT or have a heart attack and die in HT/3 minutes without CPR). Lose 1 HP for each FP lost.
- **-1xFP or less:** Fall unconscious until FP turns positive. Further FP loss comes off of HP. Recover usual 1 FP/10 or 5 mins.

RAPID FIRE

Bonus	Shots	Bonus	Shots
+0	2-4	+4	17-24
+1	5-8	+5	25-49
+2	9-12	+6	50-99
+3	13-16	+1	<i>each x2</i>

INJURY

Shock: Whenever you suffer injury, reduce DX and IQ by the number of HP lost (max. penalty -4) on your next turn only. This affects DX- and IQ-based skills (attack rolls, recovery from mental stun, etc.), but not active defenses or other defensive reactions (resistance rolls, DX rolls against knockback).

Major Wound: A single injury of more than HP/2, or a crippling wound. Roll HT to avoid:

Knockdown and Stunning: A Major Wound or damage to the head or vitals. Roll HT to avoid stun, falling, and dropping anything in hand.

- 5 Major Wound to face, vitals, groin
- 10 Major Wound to skull or eye
- +3 High Pain Threshold; -4 Low Pain

Stunned: Must Do Nothing on next turn. All active defenses at -4, cannot retreat. Roll vs. HT (or IQ) at the end of each turn to act normally.

Mortal Wounds: Failing a HT roll to avoid death by 1 or 2. You are incapacitated, possibly unconscious. Failing any further HT rolls kills you. Make a HT roll every half hour.

- **Failure**, you die.
- **Success**, roll again in a half hour.
- **Critical Success**, no longer mortally wounded (though still incapacitated).

Bleeding: At the end of every minute after being wounded, make a HT roll at -1 per 5 HP lost.

- **Failure**, lose 1 HP.
- **Critical Failure**, lose 3 HP.
- **Critical Success**, bleeding stops.
- **Success**, on *three consecutive successes*, bleeding stops.

CRITICALS

3 or **4** is always a critical success/hit.

5 is a critical success if your effective skill is 15+.

6 is a critical success if your effective skill is 16+.

A roll of **18** is always a critical failure/miss.

A roll of **17** is a critical failure if your effective skill is 15 or less; otherwise, ordinary failure.

Critical hit: Target gets no active defense. Roll on Critical Hit/Critical Head Blow table

Critical success on a defense roll:

Melee, attacker goes to Critical Miss Table.

Ranged, thrown weapon can be caught.

Critical miss, Attack: Attacker rolls on the Critical Miss Table.

Critical fail, Dodge: Defender falls prone.

Critical fail, Parry: Defender on Critical Miss.

Critical fail, Block: Defender's shield unreadies.

RANGE PENALTIES

- 0** Close (0-5 yds)
- 3** Short (6-20 yds)
- 7** Medium (21-100 yds)
- 11** Long (101-500 yds)
- 15** Extreme (501+ yds)

POSTURES

- 0** Standing, normal defense, normal Move
- 2** Crouching, normal defense, 2/3 Move
- 2** Kneeling, -2 defense, 1/3 Move
- 4 (C)** Crawling, -3 defense, 1/3 Move
- 2** Sitting, -2 defense, 0 Move
- 4** Lying down, -3 defense, 1 yard Move

COMPLEMENTARY SKILLS

- +1** Success **+2** Critical Success
- 1** Failure **-2** Critical Failure

Howdy, Folks! Here are some initial thoughts on **Darknet**, the GURPS Cyberpunk setting we'll be traipsing around in. (Thanks for the title, Bill.) Nothing is remotely set in stone, I just wanted to throw out a few basics we could start from so y'all can start thinking about characters within some kind of shared context.

Don't worry in the least about making the GURPS part of your character yet – that's easy enough to do later. At this point, I'm just hoping for a hint of the overall character concepts so I know which GURPS rules to be up on.

These are only broad strokes, there will be plenty of gaps to fill once we really start winding up. It's a pretty generic cyberpunk setting. In no particular order, subject to substantial changes:

- Set in Los Angeles in the year 2052, population 25 million (think Megacity One from Judge Dredd). In the 34 years between now and then, corporations have grown in wealth and influence to the point that they are very much the new world powers: nearly all government functions have been privatized, and no political candidate truly stands a chance of being “elected” without corporate support. The corps write and enforce the laws, direct national policies amongst themselves to maximize profit and limit individual freedoms, and basically ensure the status quo continues unabated.
- At the highest echelons of society are the Suits, the corporate managers and board members who reap massive profits off the backs of the populace. They enjoy lives of absolute power and luxury, with access to the most cutting edge technology and benefits (sprawling estates, top-of-the-line cyber-enhancements, miraculous healthcare, self-driving hover cars, freedom from constant surveillance). It is unlikely the PCs have ever so much as met one of these people.
- Then there are the Drones, the “middle class” workers lucky enough to claw their way to a megacorp job where they can be overworked and constantly monitored, but at least be safe from the chaos and danger of the streets. In exchange for these fairly comfortable lives (guarded arcology apartments and homes, functional cyber-enhancements and healthcare), they are expected to do their jobs, not make trouble, vote for the corporate candidate, and buy the brand of cereal they're told to. The PCs would probably cross paths with these people now and then, but it would be rare for them to be friends.
- Finally, there's everyone else, the Street Rats, the Unwashed Masses, the desperate citizens just trying to make it to the next day and trying to hold on to what little they have (crumbling tenements, subpar cyber-enhancements and healthcare). On the streets -- outside the arcologies, the gated communities, the corporate safe zones and estates -- the daily struggle for food, water, any kind of valuable resource quickly devolves into survival of the fittest.

- To keep the population docile and driven to consume, the megacorps eventually transformed and consolidated all forms of online interaction into the Zone, a ubiquitous shared virtual space at the heart of every aspect of daily life. Each citizen is assigned a single basic avatar at birth, uniquely identifiable, that will represent them in the Zone for their entire life (though of course the avatar can be customized and updated with Zone Bux). It would be hard to overstate the appeal of such a virtual place to people whose meat world lives are so empty and hopeless, and it's not uncommon for people to spend most of their entire waking life zoned in. Zone Bux and other in-Zone perks are routinely used to reward obedience and punish anti-corporate sentiment.
- Technology-wise, I'm picturing something like this... though it may not be "classic cyberpunk" enough?
 - **Access to the Zone:** Prototype full neural interfaces all the way down to visors and haptic gloves/suits.
 - **Weapons/Defenses:** Mostly just more powerful versions of technology we already have, so... slug throwers and physical armor (not lasers and energy shields).
 - **Cybernetics:** The maturation of a staggering array of cyberware, both clean (indistinguishable, cosmetically, from biological parts) and dirty (obviously artificial; the "chrome"), makes cyberpunk... cyberpunk!
 - **Surveillance:** Drones, cameras, facial recognition, DNA identification and more, both overt and covert, are *everywhere*.
 - **Vehicles:** Electric/solar powered, self-driving (rarer outside the arcologies), mostly terrestrial but for those who can afford them, flying hover cars do exist.
 - **Robots:** Apart from occasional prototypes made to look/ behave more human-like, robots are common servants lacking any advanced AI.
 - **Space:** There are seven megacorps-owned space stations orbiting the planet, and the two largest megacorps even jointly control a moon colony of a few thousand people.
- For the PCs, basically just pitch whatever you want and we'll try to construct a somewhat logical story around them. Starting off with the PCs already part of an established criminal crew would be fastest, but we can certainly do the traditional "Avengers assemble!" thing instead. I assume they are all from the streets, taking odd jobs together to keep themselves fed and in a comfy hovel somewhere. I feel like around 200 points (with a -25 point disadvantage cap) for the PCs is a good starting point – this would include a basic avatar for interacting in the Zone; any upgrades beyond that would cost points as normal. (Again, if you're not following the points discussion, that's cool – if you've played no/little GURPS, there's no reason you should). At some point in the first few sessions, it's likely the PCs will be given even more points specifically to upgrade their Zone avatars. Mechanically, this will be a distinct character, so each player will have two PCs (one meat world, one virtual).

Update – 3/6/2018

Making a GURPS Character for Darknet

GURPS is a point-buy system. Each player starts with **200** Character Points (CP) to be spent creating the character in whatever fashion you like (with advice and assistance from the GM as needed, of course). Most abilities and traits cost points, though Disadvantages cost negative points and can be used to effectively get “more” CP to spend on other things (up to -25 CP).

Like most RPGs, the basic process starts from a broad overview and fills in detail as you go. (For more beyond the below, I recommend [this blog post](#)).

General Concept

The usual initial stage of simply deciding what kind of character you want to play, a goal to keep in mind as you spend points for specific traits and abilities. The default assumption for the PCs is that they are of the lower class with the basic, generic Zone Avatar. You can absolutely be a ‘middle class’ corporate worker and/or have a tricked out kick-ass avatar, but it will cost you Character Points to get those benefits.

So far, we have *possible* PCs of:

- A wheelchair-confined hacker who uses his computer skills as a virtual infiltrator and swordsman
- A corporate programmer by day, virtual gadgeteer by night
- A pre-school teacher whose Zone Avatar is an armored “tank” defender

As mentioned in the prior version of this doc, I’m assuming the PCs have all done at least a few criminal runs together as a team. Whether some or all have ever met in the real world is entirely up to you guys. Once the PCs are settled, it will be easier to figure out the dynamics.

Attributes

There are four attributes in GURPS:

- **ST** (strength: melee damage, amount of encumbrance, and Hit Points), 10 points/level
- **DX** (dexterity: determines level for most physical skills), 20 points/level
- **IQ** (intelligence: determines level for most mental skills), 20 points/level
- **HT** (health: remaining conscious/alive, and Fatigue Points), 10 points/level

Taken together, these attributes paint the overall picture of the character.

The default (“free”) level for each is 10, modified by how many points you spend. The levels *roughly* equate to:

6 or less	Crippling (literally; can't live a normal life)
7	Poor (can live a normal life, with care)
8-9	Below Average (low side of able-bodied)
10	Average (most scores for most people)
11-12	Above Average (high side of able-bodied)
13-14	Exceptional (highest you'll likely meet)
15-16	Amazing (highest you'll likely see/hear of)
17-18	Legendary (historical "bests")
19-20	Mythic (astounding even among heroes)
21+	Superhuman (demi-gods and above)

Advantages/Disadvantages

Attributes in hand, you can then start fine-tuning the PC with advantages and disadvantages, i.e., things that describe what their unique gifts and flaws are.

A few of particular note:

Luck

This may be the most useful advantage in the game, and in fact I may just assume all PCs have it for free as part of being “a cut above” as heroes (I usually do this for convention one-shots). Though expensive, it allows you to sometimes (once an hour) take the best of three rolls if you Stork it, or convert a single damaging attack to a 1-point “graze.” Helpful for *any* character.

Combat Reflexes

The second most useful advantage for characters who expect to find themselves in combat, virtually or otherwise. The main bonus is to defenses, making it easier to avoid damage.

Other than that, rest assured that no matter what abilities you want to have, GURPS has a way to do it (though you may not be able to pay the CPs at our starting power level).

Skills

Next, the real meat of the system – **skills**.

Nearly *everything* in GURPS is driven by skills (or their defaults, if you have no training). The higher your underlying attribute (DX for physical skills, IQ for mental), the higher your skill level will start.

In-game, almost every use of a skill will have some kind of bonus or penalty based on what’s going on (range, hit location, hurrying, on bad footing, using cheap equipment, whatever).

The skill levels *roughly* equate to:

7 or less	Unskilled (default users)
8-9	Feeble (beginners, bumbler)
10-11	Average (non-job skills for ordinary folks)
12-13	Competent (job skills for ordinary folks)
14-16	Exceptional (most seasoned of ordinary)
17-19	Heroic (extraordinary world-class experts)
20-21	Larger-than-Life (top experts from history)
22-23	Legendary ("typical" mythic figures)
24-26	Superhuman (outstanding mythic figures)
27+	Godlike (greatest mythic figures, gods)

Gear/Cyberware

As the final step in character creation, you get to go on the usual shopping spree for guns, knives, fire trucks, armor, cyberware, cool leather jackets, etc. Starting wealth for new PCs is **\$6,000** (adjusted up or down if they spend CP to be above/below average wealthy).

Note that cybernetics cost Character Points if purchased prior to gameplay, as part of character creation. Once the game begins, cybernetics cost money instead (and require recuperation time as part of the surgery).

The society of Darknet has a Control Rating of 4, meaning "Controlled. Many laws exist, and are mostly for the convenience of the corporations/state. Broadcast communications are regulated; private broadcasts (like CB) and printing may be restricted if their content is deemed dangerous. Taxation is heavy and unfair. Access to items of Legality Class (LC) 0 to 3 is controlled."

Armor: LC 3 reflex armor is the most common for those outside the arcologies, though possession without a permit is illegal. LC 2 armor like the reflex tactical vest or rigid clamshells can occasionally be found on the streets, but possession of such nearly guarantees frequent interactions with the Corporate Peacekeepers.

Ranged Weapons: Ranged weapons on the streets are either LC 3 conventional smallarms or gyrocs.

Melee Weapons: Any cutting or impaling weapon can be made using superfine materials, granting +2 to damage and an armor divisor of (2). Cost is 6x, LC is 4. A cutting weapon can instead be edged with monowire, granting +2 to damage and an armor divisor of (10). Cost is 10x, LC is 3.

Hope this helps answer a few more questions! If not, you know where to find me. 😊