



CHARACTER SHEET

Name Carmalita Vazquez
 Ht 5' 10" Wt 145 lbs.
 Appearance

Player Cowgirl
 Size Modifier 0 Age 25

Point Total 250
 Unspent Points 0

ST	12	[20]	HP	14	CURRENT	[4]
DX	14	[80]	Will	12		[5]
IQ	11	[20]	Per	13		[10]
HT	12	[20]	FP	12	CURRENT	[0]

Languages	Spoken	Written	
English	(Accented)	(Accented)	[4]
Spanish (Native Language)	(Native)	(Native)	[0]

DR	TL: 5	[0]
2*	Cultural Familiarities	

BASIC LIFT 29 DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 6.5 [0] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
11	Appearance:
Brawling	Status: +0
BLOCK	Other: +0
9	Conditional: +2 from 'Sense of Duty' when in dangerous situations if Sense of Duty is known, -1 from 'Odious Personal Habit (Chews Tobacco)' when people notice your problem, +1 from 'Outdoorsman', +2 from 'Animal Friend', +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 29	BM x 1 6	Dodge 10
Light (1) = 2 x BL 58	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 87	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 174	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 290	BM x 0.2 1	Dodge - 4 6

ADVANTAGES AND PERKS

Absolute Direction	[5]
Animal Empathy	[5]
Roll to empathize: 11	
Animal Friend 2	[10]
Combat Reflexes	[15]
High Pain Threshold	[10]
Roll to ignore pain: 15	
Luck	[15]
Outdoorsman 1	[10]

DISADVANTAGES AND QUIRKS

Code of Honor (Cowgirl)	[-5]
Odious Personal Habit (Chews Tobacco) -1	[-5]
Overconfidence (12 or less)	[-5]
Secret (See Notes)	[-20]
Sense of Duty (Family and Friends)	[-5]
Vow (Never back down from a fight)	[-10]



SKILLS

Name	Level	Relative Level	
Animal Handling (Cattle)	13	IQ+2	[2]
Animal Handling (Dogs)	13	IQ+2	[2]
Animal Handling (Equines)	13	IQ+2	[2]
Area Knowledge (Local)	13	IQ+2	[4]
Armoury/TL5 (Small Arms)	11	IQ+0	[2]
Brawling	14	DX+0	[1]
Roll to Punch: 14, Roll to Bite: 14, Roll to Kick: 12			
Climbing	13	DX-1	[1]
Fast-Draw/TL5 (Ammo)	15	DX+1	[1]
Fast-Draw (Pistol)	15	DX+1	[1]
First Aid/TL5 (Human)	13	IQ+2	[4]
Gambling	11	IQ+0	[2]
Gesture	11	IQ+0	[1]
Guns/TL5 (Pistol)	15	DX+1	[1]
Guns/TL5 (Rifle)	16	DX+2	[4]
Guns/TL5 (Shotgun)	14	DX+0	[0]
Holdout	11	IQ+0	[2]
Intimidation	13	Will+1	[4]
Knife	14	DX+0	[1]
Knot-Tying	14	DX+0	[1]
Lasso	13	DX-1	[1]
Navigation/TL5 (Land)	14	IQ+3	[1]
Riding (Equines)	15	DX+1	[1]
Savoir-Faire (Ranchers)	12	IQ+1	[2]
Scrounging	14	Per+1	[2]
Search	13	Per+0	[2]
Shadowing	12	IQ+1	[4]
Stealth	14	DX+0	[2]
Survival (Desert)	14	Per+1	[2]
Swimming	13	HT+1	[2]
Throwing	14	DX+0	[2]
Tracking	15	Per+2	[4]
Veterinary/TL5	13	IQ+2	[4]
Wrestling	14	DX+0	[2]



CHARACTER SHEET
Carmalita Vazquez

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-2 cr	C	14 (11)				
	Kick	1d cr	C,1	12 (No)				
1	Knife						40	1
	Swing	1d cut	C,1	14 (10)	6			
	Thrust	1d-1 imp	C	14 (10)	6	[1]		

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Knife	1d-1 imp	0	10 / 18	1	T(1)	14	6	-2		4		40	1
1	Lariat (10 yards)	spec.	0	0	1	T(spec.)	13	7†	-2		4	[4]	40	2
1	Remington New Model Army (Pistol)	2d pi+	3	100 / 1100	1	6(10i)	15	10	-3	3	3	[3]	400	2.9
1	Winchester M1873 (Rifle)	3d pi+	4	300 / 2200	1	15+1(2i)	16	9†	-5	2	3		840	6

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

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

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-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	Boots	feet	80	3
2	Holster, Belt		50	1
1	Leather Coat	body, limbs	210	10
1	Leather Gloves	hands	30	0
1	Ordinary Clothes		120	2
1	Personal Basics		5	1
1	Saddle Horse		1200	0
1	Saddlebags		100	3
10	Traveler's Rations		20	5

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[159]
Advantages/Perks/TL/Languages/Cultural Familiarity	[74]
Disadvantages/Quirks	[-50]
Skills/Techniques	[67]
Other	[]



CHARACTER SHEET

Name Franklin Dunne
 Ht 6' 1" Wt 185 lbs.
 Appearance

Player Cowboy
 Size Modifier 0 Age 26

Point Total 250
 Unspent Points 0

ST	16	[60]	HP	16	CURRENT	[0]
DX	13	[60]	Will	12		[5]
IQ	11	[20]	Per	12		[5]
HT	13	[30]	FP	13	CURRENT	[0]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]
Spanish	(Broken)	(Broken)	[2]

DR 2*	TL: 5 Cultural Familiarities	[0]
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BASIC LIFT 51 DAMAGE Thr 1d+1 Sw 2d+2
 BASIC SPEED 6.5 [0] BASIC MOVE 6 [0]

PARRY 10 DX	Reaction Modifiers
BLOCK 8 DX	Appearance: Status: +0 Other: -2; Includes: -2 from 'Delusion' Conditional: +2 from 'Sense of Duty' when in dangerous situations if Sense of Duty is known

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 51	BM x 1 6	Dodge 10
Light (1) = 2 x BL 102	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 153	BM x 0.6 3	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

SKILLS			
Name	Level	Relative Level	
Animal Handling (Cattle)	12	IQ+1	[4]
Animal Handling (Equines)	12	IQ+1	[4]
Area Knowledge (Local)	12	IQ+1	[2]
Brawling	14	DX+1	[2]
Roll to Punch: 14, Roll to Bite: 14, Roll to Kick: 12			
Carousing	13	HT+0	[1]
Climbing	12	DX-1	[1]
Cooking	12	IQ+1	[4]
Explosives/TL5 (Demolition)	13	IQ+2	[8]
Fast-Draw/TL5 (Ammo)	14	DX+1	[1]
Fast-Draw (Pistol)	14	DX+1	[1]
Fast-Draw (Tomahawk)	14	DX+1	[1]
First Aid/TL5 (Human)	12	IQ+1	[2]
Gesture	11	IQ+0	[1]
Guns/TL5 (Pistol)	15	DX+2	[4]
Guns/TL5 (Rifle)	13	DX+0	[0]
Guns/TL5 (Shotgun)	14	DX+1	[2]
Holdout	10	IQ-1	[1]
Intimidation	13	Will+1	[4]
Knife	13	DX+0	[1]
Knot-Tying	13	DX+0	[1]
Lasso	12	DX-1	[1]
Navigation/TL5 (Land)	11	IQ+0	[2]
Religious Ritual (Christianity)	11	IQ+0	[4]
Riding (Equines)	14	DX+1	[4]
Savoir-Faire (Ranchers)	12	IQ+1	[2]
Scrounging	12	Per+0	[1]
Search	12	Per+0	[2]
Shadowing	11	IQ+0	[2]
Stealth	12	DX-1	[1]
Survival (Desert)	12	Per+0	[2]
Swimming	13	HT+0	[1]
Theology (Christianity)	12	IQ+1	[8]
Throwing	14	DX+1	[4]
Tomahawk	14	DX+1	[4]
Tracking	11	Per-1	[1]
Wrestling	14	DX+1	[4]

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Faith	[10]
High Pain Threshold	[10]
Roll to ignore pain: 15	
Luck	[15]

DISADVANTAGES AND QUIRKS	
Charitable (12 or less)	[-15]
Code of Honor (Cowboy)	[-5]
Delusion (Be vigilant, for the Devil prowls the world like a hungry lion.)	[-10]
Impulsiveness (12 or less)	[-10]
Secret (See Notes)	[-20]
Selfless (12 or less)	[-5]
Sense of Duty (Family and Friends)	[-5]





CHARACTER SHEET
Franklin Dunne

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d cr	C	14 (11)			
	Kick	1d+2 cr	C,1	12 (No)			
1	Tomahawk	2d+2 cut	1	14 (11) 8	[1]	40	2

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Lariat (10 yards)	spec.	0	0	1	T(spec.)	12	7†	-2		4	[4]	40	3
1	LeFever Hammerless (Shotgun)												750	8
	+4 yards	2d pi	3	40 / 800	2	2(3i)	14	12†	-6	1	3			
	4+ yards	6d(x6) pi	3	40 / 800	26	2(3i)	19	12†	-6	1	3			
1	S&W Number 3 (Pistol)	2d pi+	2	120 / 1300	1	6(3i)	15	10	-2	3	3		550	2.5
1	Tomahawk	2d+2 cut	1	24 / 40	1	T(1)	14	8	-2		4		40	2

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	Boots	feet	80	3
2	Holster, Belt		50	1
1	Leather Coat	body, limbs	210	16
1	Leather Gloves	hands	30	0
1	Ordinary Clothes		120	2
1	Personal Basics		5	1
1	Saddle Horse		1200	0
1	Saddlebags		100	3
10	Traveler's Rations		20	5

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[180]
Advantages/Perks/TL/Languages/Cultural Familiarity	[52]
Disadvantages/Quirks	[-70]
Skills/Techniques	[88]
Other	[]



CHARACTER SHEET

Name Lawrence Caine
 Ht 6' 1" Wt 155 lbs.
 Appearance

Player Gambler
 Size Modifier 0 Age 27

Point Total 250
 Unspent Points 0

ST	13	[30]	HP	14	<small>CURRENT</small>	[2]
DX	13	[60]	Will	14		[0]
IQ	14	[80]	Per	15		[5]
HT	12	[20]	FP	12	<small>CURRENT</small>	[0]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]
Spanish	(Broken)	(Broken)	[2]

DR	TL: 5	[0]
2*	Cultural Familiarities	

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 6.25 [0] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
10	Appearance:
Boxing	Status: +0
BLOCK	Other: +1; <i>Includes:</i> +1 from 'Charisma'
7	Conditional: +2 from 'Sense of Duty' when in dangerous situations if Sense of Duty is known, +1 from 'Merchant' when buying or selling, -1 from 'Compulsive Gambling', +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance
DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 34	BM x 1 6	Dodge 9
Light (1) = 2 x BL 68	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 102	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 204	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 340	BM x 0.2 1	Dodge - 4 5

ADVANTAGES AND PERKS

Charisma 1	[5]
Fashion Sense	[5]
Intuition	[15]
Roll to guess correctly: 14	
Luck	[15]

DISADVANTAGES AND QUIRKS

Addiction (Tobacco) (Cheap) (Highly addictive; Legal)	[-5]
Compulsive Gambling (12 or less)	[-5]
Greed (12 or less)	[-15]
Phobia (Claustrophobia: Enclosed Spaces) (12 or less)	[-15]
Secret (See Notes)	[-10]
Sense of Duty (Family and Friends)	[-5]



SKILLS

Name	Level	Relative Level	
Area Knowledge (Local)	14	IQ+0	[1]
Body Language (Human)	14	Per-1	[1]
Boxing	14	DX+1	[4]
<small>Roll to Punch: 14</small>			
<small>Conditional: -2 from 'Boxing' when parrying kicks, -3 from 'Boxing' when parrying non-thrusting weapon attacks</small>			
Climbing	13	DX+0	[2]
Club	13	DX+0	[2]
Detect Lies	13	Per-2	[1]
Fast-Draw/TL5 (Ammo)	13	DX+0	[1]
Fast-Draw (Pistol)	13	DX+0	[1]
Fast-Talk	13	IQ-1	[1]
<small>Conditional: +1 from 'Charisma' when making Influence rolls</small>			
First Aid/TL5 (Human)	15	IQ+1	[2]
Gambling	15	IQ+1	[4]
Gesture	14	IQ+0	[1]
Guns/TL5 (Pistol)	15	DX+2	[4]
Guns/TL5 (Rifle)	13	DX+0	[0]
Guns/TL5 (Shotgun)	14	DX+1	[1]
Knife	14	DX+1	[2]
Lip Reading	14	Per-1	[1]
Lockpicking/TL5	14	IQ+0	[2]
Merchant	14	IQ+0	[2]
Navigation/TL5 (Land)	13	IQ-1	[1]
Pickpocket	14	DX+1	[8]
Research/TL5	13	IQ-1	[1]
Riding (Equines)	13	DX+0	[2]
Savoir-Faire (Gamblers)	14	IQ+0	[1]
<small>Conditional: +1 from 'Charisma' when making Influence rolls</small>			
Search	14	Per-1	[1]
Sleight of Hand ("Cheating")	14	DX+1	[8]
Stealth	13	DX+0	[2]
Streetwise	13	IQ-1	[1]
<small>Conditional: +1 from 'Charisma' when making Influence rolls</small>			
Survival (Desert)	14	Per-1	[1]
Swimming	12	HT+0	[1]
Throwing	14	DX+1	[4]
Wrestling	13	DX+0	[2]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Boxing	1d cr	C	14	(10)			
	Kick	1d cr	C,1	11	(No)			
1	Knife						40	1
	Swing	2d-3 cut	C,1	14	(9) 6			
	Thrust	1d imp	C	14	(9) 6	[1]		

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Deringer (sleeve pocket)	2d pi+	1	50 / 550	1	1(20)	15	6	-1	3	3	[1, 2]	130	.4
1	Girard LeMat												250	3.7
	Revolver	2d pi+	2	60 / 700	1	9(10i)	15	11	-3	3	3	[3]		
	Shot < 3 yards	5d (x5) pi	1	30 / 600	1	1(15i)	15	11	-3	1	3	[3]		
	Shot 3+ yards	1d pi	1	30 / 600	11	1(15i)	17	11	-3	1	3	[3]		
1	Knife	1d imp	0	10 / 20	1	T(1)	14	6	-2		4		40	1

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	Boots	feet	80	3
1	Holster, Belt		25	.5
1	Leather Coat	body, limbs	210	16
1	Leather Gloves	hands	30	0
1	Lockpicks		50	0
1	Ordinary Clothes (fine quality)		240	2
1	Personal Basics		5	1
1	Saddle Horse		1200	0
1	Saddlebags		100	3
10	Traveler's Rations		20	5

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[197]
Advantages/Perks/TL/Languages/Cultural Familiarity	[42]
Disadvantages/Quirks	[-55]
Skills/Techniques	[66]
Other	[]



CHARACTER SHEET

Name William Caine
 Ht 5' 11" Wt 160 lbs
 Appearance

Player Retired sheriff Point Total 250
 Size Modifier 0 Age 56 Unspent Points 0

ST	13	[30]	HP	13	CURRENT	[0]
DX	12	[40]	Will	13		[5]
IQ	12	[40]	Per	12		[0]
HT	12	[20]	FP	12	CURRENT	[0]

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]
Spanish	(Accented)	(Accented)	[4]

DR	TL: 5	[0]
2*	Cultural Familiarities	

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
10	Appearance:
Boxing	Status: +0
BLOCK	Other: +0
7	Conditional: +2 from 'Sense of Duty' when in dangerous situations if Sense of Duty is known
DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 34	BM x 1 6	Dodge 9
Light (1) = 2 x BL 68	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 102	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 204	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 340	BM x 0.2 1	Dodge - 4 5

Name	Level	Relative Level	
Area Knowledge (Local)	13	IQ+1	[2]
Armoury/TL5 (Small Arms)	12	IQ+0	[2]
Boxing	14	DX+2	[8]
Roll to Punch: 14 Conditional: -2 from 'Boxing' when parrying kicks, -3 from 'Boxing' when parrying non-thrusting weapon attacks			
Climbing	12	DX+0	[2]
Criminology/TL5	13	IQ+1	[4]
Diplomacy	12	IQ+0	[4]
Fast-Draw/TL5 (Ammo)	13	DX+1	[2]
Fast-Draw (Pistol)	14	DX+2	[4]
Fast-Talk	11	IQ-1	[1]
First Aid/TL5 (Human)	14	IQ+2	[4]
Gambling	12	IQ+0	[2]
Gesture	12	IQ+0	[1]
Guns/TL5 (Pistol)	15	DX+3	[8]
Conditional: +1 from 'Weapon Bond (Guns (Pistol))'			
Guns/TL5 (Rifle)	13	DX+1	[0]
Guns/TL5 (Shotgun)	13	DX+1	[1]
Holdout	11	IQ-1	[1]
Interrogation	13	IQ+1	[4]
Knife	14	DX+2	[4]
Law (New Mexico)	12	IQ+0	[4]
Navigation/TL5 (Land)	12	IQ+0	[2]
Psychology (Human)	12	IQ+0	[4]
Riding (Equines)	13	DX+1	[4]
Savoir-Faire (Peace Officers)	13	IQ+1	[2]
Scrounging	12	Per+0	[1]
Search	13	Per+1	[4]
Shadowing	12	IQ+0	[2]
Stealth	13	DX+1	[4]
Streetwise	12	IQ+0	[2]
Survival (Desert)	12	Per+0	[2]
Swimming	12	HT+0	[1]
Tactics	12	IQ+0	[4]
Throwing	13	DX+1	[4]
Tracking	12	Per+0	[2]
Wrestling	13	DX+1	[4]
Techniques			
Dual-Weapon Attack (Guns (Pistol))	13		[2]
Includes: Conditional: +1 from 'Weapon Bond (Guns (Pistol))'			

ADVANTAGES AND PERKS

Ambidexterity	[5]
Common Sense	[10]
Roll to avoid stupidity: 12	
High Pain Threshold	[10]
Roll to ignore pain: 16	
Luck	[15]
Signature Gear (Colt Pistols) 1	[1]
Honest Face	[1]
Weapon Bond (Guns (Pistol))	[2]

DISADVANTAGES AND QUIRKS

Code of Honor (Sheriff)	[-10]
Secret (See Notes)	[-20]
Sense of Duty (Family and Friends)	[-5]





HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Boxing	1d+1 cr	C	14	(10)			
	Kick	1d cr	C,1	10	(No)			
1	Knife						40	1
	Swing	2d-3 cut	C,1	14	(9) 6			
	Thrust	1d imp	C	14	(9) 6	[1]		

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
2	Colt Peacemakers												900	8.4
	One Gun	2d pi+	2	100 / 1100	1	6(5i)	16	10	-2	4	3	[2]		
	Two Guns	2d pi+	2	100 / 1100	1	6(5i)	14	10	-2	4	3	[2]		
1	Knife	1d imp	0	10 / 20	1	T(1)	13	6	-2		4		40	1

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	Boots	feet	80	3
1	Group Basics		50	20
2	Handcuffs		80	1
2	Holster, Belt		50	1
1	Leather Coat	body, limbs	210	16
1	Leather Gloves	hands	30	0
1	Ordinary Clothes		120	2
1	Personal Basics		5	1
1	Saddle Horse		1200	0
1	Saddlebags		100	3
10	Traveler's Rations		20	5

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[135]
Advantages/Perks/TL/Languages/Cultural Familiarity	[48]
Disadvantages/Quirks	[-35]
Skills/Techniques	[102]
Other	[]