GURPS

CHARACTER SHEET

Name _____ Player _____ Point Total _____

Ht _____ Wt _____ Size Modifier _____ Age _____ Unspent Pts _____

Appearance _____

			CURRENT		CURRENT
ST	[ ]	**HP**	[ ]	[ ]	
DX	[ ]	**WILL**	[ ]		
IQ	[ ]	**PER**	[ ]		
HT	[ ]	**FP**	[ ]	[ ]	

BASIC LIFT (ST × ST)/5 _____ DAMAGE Thr _____ Sw _____

BASIC SPEED _____ [ ] BASIC MOVE _____ [ ]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	____	BM × 1	____	Dodge	____
Light (1) = 2 × BL	____	BM × 0.8	____	Dodge -1	____
Medium (2) = 3 × BL	____	BM × 0.6	____	Dodge -2	____
Heavy (3) = 6 × BL	____	BM × 0.4	____	Dodge -3	____
X-Heavy (4) = 10 × BL	____	BM × 0.2	____	Dodge -4	____

ADVANTAGES AND PERKS

_____ [ ]

DISADVANTAGES AND QUIRKS

_____ [ ]

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

DR

TL: _____ [ ]

Cultural Familiarities

_____ [ ]

PARRY

BLOCK

Reaction Modifiers

Appearance _____

Status _____

Reputation _____

SKILLS

Name	Level	Relative Level	
_____			[ ]

GURPS

CHARACTER SHEET

Name ____________________

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	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
-7	Skull

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

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ARMOR & POSSESSIONS

Item	Location	Cost	Weight
Totals:		$	Lbs.

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics ____________ [ ]

Advantages/Perks/TL/Languages/
Cultural Familitarity ____________ [ ]

Disadvantages/Quirks ____________ [ ]

Skills/Techniques ____________ [ ]

Other ____________ [ ]