# GURPS

## CHARACTER SHEET

Name _____ Player _____ Point Total _____

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

Appearance _____

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

**Languages** — Spoken — Written

_____ [ ]
_____ [ ]
_____ [ ]
_____ [ ]
_____ [ ]

**DR**

TL: _____ [ ]

Cultural Familiarities

_____ [ ]
_____ [ ]
_____ [ ]

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 | ____ |

**PARRY**

**BLOCK**

**Reaction Modifiers**

Appearance _____

Status _____

Reputation _____

_____
_____
_____
_____

### ADVANTAGES AND PERKS

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### DISADVANTAGES AND QUIRKS

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### SKILLS

Name — Level — Relative Level

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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 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | |
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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 |

## 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 |
|---|---|---|---|
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| **Totals:** | | **$** | **Lbs.** |

## CHARACTER NOTES

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## POINTS SUMMARY

**Attributes/Secondary Characteristics** __________ [ ]

**Advantages/Perks/TL/Languages/ Cultural Familiarity** __________ [ ]

**Disadvantages/Quirks** __________ [ ]

**Skills/Techniques** __________ [ ]

**Other** __________ [ ]