GURPS

RACE: ____________ HOMELAND: ____________
HEIGHT: _____ SEX: _____ POINT TOTAL: ( )
WEIGHT: _____ AGE: _____ UNSPENT POINTS: ( )

ST	DX	IQ	HT
( )	( )	( )	( )

Crippled? Arm☐ Hand☐ Leg☐ Hand☐ Eye☐

HP (1/3)	Will	Per	FP (1/3)
( )	( )	( )	( )

BASIC LIFT: _____ DAMAGE: Thr: _____ Sw: _____
BASIC SPEED: _____ ( ) BASIC MOVE: _____ ( )

ENCUMBERANCE		MOVE		DODGE	
☐ None (0) = BL		BM x1		Dodge	
☐ Light (1) = 2 x BL		BM x 0.8		Dodge -1	
☐ Medium (2) = 3 x BL		BM x 0.6		Dodge -2	
☐ Heavy (3) = 6 x BL		BM x 0.4		Dodge -3	
☐ X - Heavy (4) = 10 x BL		BM x 0.2		Dodge -4	

LANGUAGE	SPOKEN	WRITTEN	
			( )
			( )
			( )
			( )

ADVANTAGES

ADVANTAGE	SOURCE	
		( )
		( )
		( )
		( )
		( )
		( )
		( )
		( )
		( )
		( )
		( )

DISADVANTAGES

DISADVANTAGE	SOURCE	
		( )
		( )
		( )
		( )
		( )
		( )
		( )
		( )

PERKS, QUIRKS & OTHER

PERK, QUIRK, OR OTHER	SOURCE	
		( )
		( )
		( )

PARRY

BLOCK

REACTION MODIFIERS

BASE REACTION MODIFIER: ____________

APPEARANCE

____
____
____
____

STATUS: ____________________

REPUTATION: ____________________

SKILLS

SKILL	LVL	REL. LVL	SRC	
				( )
				( )
				( )
				( )
				( )
				( )
				( )
				( )
				( )
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				( )
				( )

HP

FP

GURPS

ATTACKS/WEAPONS

BASE DAMAGE: Thr: _____ Sw: _____

WEAPON	LVL	DAMAGE	ACC	ST	ROF	REACH/ SHOTS	PARRY/ RANGE	BULK	WT
NOTES:									
NOTES:									
NOTES:									
NOTES:									
NOTES:									
NOTES:									

CRITICAL RANGES: Standard 3-4, Effective Skill 15 = 3-5, Effective Skill 16+ = 3-6

AMMO TYPE: _____ NOTES/SPECIAL EFFECTS: _____

AMMO TYPE: _____ NOTES/SPECIAL EFFECTS: _____

SPEED / RANG TABLE

SPEED/RANGE MODIFIER	LINEAR MEASUREMENT (RANGE/SPEED)
0	2 yards or less
-1	3 yards
-2	5 yards
-3	7 yards
-4	10 yards
-5	15 yards
-6	20 yards
-7	30 yards
-8	50 yards

See page 550 for additional modifiers.

WOUND MODIFERS

Small Piercing (pi-)	x .05
Burning (burn),	x 1
Corrosion (cor),	x 1
Crushing (cr),	x 1
Fatigue (fat),	x 1
Piercing (pi),	x 1
Toxic (tox):	x 1
Cutting (cu)	x 1.5
Large Piercing (pi+):	x 1.5
Impaling (imp)	x 2
Huge Piercing (pi++):	x 2

HIT LOCATIONS

MODIFIER	LOCATION
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull
-5	Neck
-3	Vitals (Imp or Pi)
-9	Eyes (Imp or Pi)
-8 or -10	Chink in Armor*

* -8 for torso, -10 other – DR is halved

For additional effects, see page 398.

MONEY

_____

_____

_____

_____

_____

_____

ARMOR

ARMOR		LOCATION	WT
_____	DR: _____	Skull	_____
_____	DR: _____	Face	_____
_____	DR: _____	Eyes	_____
_____	DR: _____	Neck	_____
_____	DR: _____	Torso	_____
_____	DR: _____	Groin	_____
_____	DR: _____	Arms	_____
_____	DR: _____	Legs	_____
_____	DR: _____	Hands	_____
_____	DR: _____	Feet	_____
TOTAL BODY:	DR: _____		

ADDITIONAL PROTECTION

PROTECTION	LOCATION	WT
_____	_____	_____
_____	_____	_____

EQUIPMENT

ITEM	LOCATION	WT
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

TOTAL WEIGHT: _____

MISC. NOTES