



Name \_\_\_\_\_  
 Player \_\_\_\_\_

Title \_\_\_\_\_ Point Total \_\_\_\_\_  
 Campaign \_\_\_\_\_ Unspent Pts. \_\_\_\_\_

Basic Attributes		Secondary Characteristics	
	Cost		Current Cost
<b>ST</b> Strength	[ ]	<b>HP</b> Hit Points = ST	[ ]
<b>DX</b> Dexterity	[ ]	<b>Will</b> = IQ	[ ]
<b>IQ</b> Intelligence	[ ]	<b>Per</b> Perception = IQ	[ ]
<b>HT</b> Health	[ ]	<b>FP</b> Fatigue Pts. = HT	[ ]

<b>Race</b>	_____	<b>Height</b>	_____
<b>Gender</b>	_____	<b>Weight</b>	_____ lbs.
<b>Age</b>	_____	<b>Size (SM)</b>	_____

**Description**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Active Defenses					
Move	Dodge	Parry	Parry	Block	DR
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]
BM modified by Encumbr.	BS+3 modified by Encumbr.	Unarmed 3+(Skill/2)	Weapon 3+(Skill/2)	3+(Skill/2)	Damage Resistance

Languages	Cost	Tech Level (TL)	Cost
_____	[ ]	_____	[ ]
_____	[ ]	<b>Cult. Familiarities</b>	[ ]
_____	[ ]	_____	[ ]
_____	[ ]	_____	[ ]
_____	[ ]	_____	[ ]
_____	[ ]	_____	[ ]

<b>Basic Speed</b> BS	_____ yd. [ ]
<small>= (HT+DX)/4</small>	
<b>Basic Move</b> BM	_____ yd. [ ]
<small>= BS</small>	
<b>Basic Lift</b> BL	_____ lbs.
<small>= (STxST)/5</small>	

Senses	Per
<b>Vision</b>	_____
<b>Hearing</b>	_____
<b>Taste/Smell</b>	_____
<b>Touch</b>	_____
<b>Notes</b>	_____

**Reaction Modifiers (Appearance, Status, Reputation)**  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Damage	
<b>Thrust</b> Thr	_____
<b>Swing</b> Sw	_____

Sanity	
<b>Stress</b>	_____
<small>Penalty to Fright Checks, Self Control and HT-based rolls.</small>	
<b>Derangement</b>	_____
<small>Penalty to Influence and Fright Checks.</small>	

<b>Fright Check</b>	_____ Will
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Encumbrance	lbs.	Move	yd.	Dodge
None	= BL	BM		Dodge
Light	= BL x 2	BM x 0,8		Dodge -1
Medium	= BL x 3	BM x 0,6		Dodge -2
Heavy	= BL x 6	BM x 0,4		Dodge -3
X-Heavy	= BL x 10	BM x 0,2		Dodge -4

Skills	Level	Relative	Cost
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]
_____	_____	_____	[ ]

Advantages/Perks, Disadvantages/Quirks	Cost
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]
_____	[ ]

Default Influence Skills			
Name	Defaults	Name	Defaults
Diplomacy	IQ-6 Politics-6	Savoir-Faire	IQ-4 other
Fast-Talk	IQ-5 Acting-5	Sex Appeal	HT-3 -
Intimidation	Will-5 Acting-4	Sreetwise	IQ-5 -

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Name \_\_\_\_\_  
Player \_\_\_\_\_

HT \_\_\_\_\_ Damage Thrust \_\_\_\_\_ Swing \_\_\_\_\_  
Thr Sw

Melee Attacks	Level	Damage	Reach	Parry	LC	Weight
					Legal. Class	lbs.
Bite (BRAWLING or DX)		thr-1 cr	C	-	-	-
Punch (BOXING, BRAWLING, KARATE or DX)		thr-1 cr	C	0	-	-
Kick (BRAWLING-2, KARATE-2 or DX-2)		thr cr	C, 1	-	-	-
Kick w. Boots (BRAWLING-2, KARATE-2 or DX-2)		thr+1 cr	C, 1	-	-	-
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____

Wounding Mod.	
pi-	x0,5
cut & pi+	x1,5
imp & pi++	x2
others	x1

Legality Class	
4	Open
3	Licensed
2	Restricted
1	Military
0	Banned

Range yd.	2	3	5	7	10	15	20	30	50	70	100	150	200	300	500	700
Modifier	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15

Ranged Attacks	Level	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Weight
			Accuracy	yd.	Rate of Fire		Strength		Recoil	Legal. Cl.	lbs.
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Equipment	LC	Weight
	Legality Class	lbs.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Equipment	LC	Weight
	Legality Class	lbs.
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

**Current FP** \_\_\_\_\_

**Current HP** \_\_\_\_\_

**Major Wound** = 1/2 \_\_\_\_\_ **HP**

**Injury**

Reeling = 1/3 \_\_\_\_\_

Collapsed = \_\_\_\_\_ **0**

Check #1 = -1x \_\_\_\_\_

Check #2 = -2x \_\_\_\_\_

Check #3 = -3x \_\_\_\_\_

Check #4 = -4x \_\_\_\_\_

Dead = -5x \_\_\_\_\_

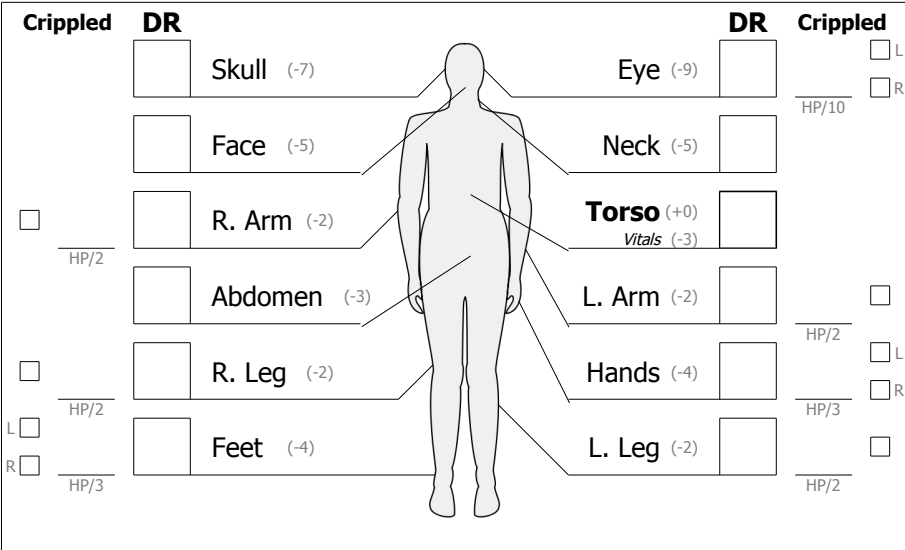
**Fatigue** **FP**

Tired = 1/3 \_\_\_\_\_

Collapsed = \_\_\_\_\_ **0**

Unconsc. = -1x \_\_\_\_\_

Hit Location	
3-4	Skull
5	Face
6-7	R. Leg
8	R. Arm
9-10	Torso
11	Abdomen
12	L. Arm
13-14	L. Leg
15	Hand
16	Foot
17-18	Neck



**Skull:** extra DR 2; dmg x4; knockdown -10

**Eyes:** same as skull without extra DR; imp, pi, burn attacks only

**Face:** knockdown -5; corr x1,5

**Neck:** cr, corr x1,5; cut x2

**Vitals:** imp, pi x3; burn x2

**Abdomen:** shock x2 for human males; knockdown -5

**Arm/Leg:** pi+, pi++, imp x1

**Hands/Feet:** as arm/leg

