

GURPS[®]

Character Sheet

Name: _____ Player: _____
 Description: _____
 Race: _____

Date Created	Sequence
Unspent Points	Point Total

ST	FATIGUE	
DX	DAMAGE Thrust: _____ Swing: _____ Kick: _____	
IQ	HITS TAKEN	
HT	MOVE	
Mvmt	BASIC SPEED (HT+DX)/4	MOVE Round off
SWIM		
ENCUMBRANCE		MOVE
None (0) = 2xST _____		_____
Light (1) = 4xST _____		_____
Med (2) = 6xST _____		_____
Hvy (3) = 12xST _____		_____
X-hvy (4) = 20xST _____		_____
ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
= Move	Weapon/2	Shield/2
ADVANTAGES, DISADVANTAGES AND QUIRKS		

SKILLS	Pt. Cost	Level
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
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_____	_____	_____
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_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

SUMMARY		Point Total
Attributes:	_____	
Advantages:	_____	
Disadvantages:	_____	
Quirks:	_____	
Skills:	_____	
TOTAL		_____

