GURPS *Character Sheet*

Date Created	Sequence	Unspent Pts.	Pt. Total

Real Appearance

Name _____

Genre _____

Race _____ Sex _____ Age _____ Ht_____ Wt _____

Birthplace/Home_____

Birthdate _____ Siblings/Family Type _____

General Description _____

_____

_____

Altered Appearance
(Superhero, Cyberspace, etc.)

Point Cost		Base Damage
	ST	Thrust _____ Punch _____
		Swing _____ Kick _____
	DX	
	IQ	Will / Perception
		Vision ____ Danger ____
		Hearing ____ Other _____
	HT	Extra Hit Pts. / Fatigue/Mana / Hits Taken

Combat

Active Defenses

Base Dodge (= Move)	Adjusted Dodge	
Wpn. Parry (Weapon/2)	Unarmed Parry	Block (Shield/2)
	(Brawling or Boxing/5, Karate or Judo/3)	

Other PD (incl. shield) _____

_____

_____

Other DR _____

_____

_____

Hit/Armor Location
Armor Type (TL)

	PD	DR	Type
Brain	___	___	_____
Head	___	___	_____
Body	___	___	_____
Vitals	___	___	_____
Right Arm	___	___	_____
Left Arm	___	___	_____
Right Hand	___	___	_____
Left Hand	___	___	_____
Right Leg	___	___	_____
Left Leg	___	___	_____
Right Foot	___	___	_____
Left Foot	___	___	_____
All	___	___	_____

(magical protection, forcefields, Invulnerability, etc.)

Movement and Encumbrance

BASE SPEED (HT+DX/4)	BASE MOVE (round off)

Run	Fly	— Jump —	
		High	Std. Broad
Swim	Other	Run. Broad	Other

Encumbrance	Wt.	Move
None (2 x ST)	_____ full = ____
Light (4 x ST)	_____ -1 = ____
Med. (6 x ST)	_____ -2 = ____
Heavy (12 x ST)	_____ -3 = ____
X-Hvy (20 x ST)	_____ -4 = ____
Max. (25 x ST)	_____ -5 = ____
Absolute (30 x ST)	____ no _X_

Special Campaign/Genre Notes, "House" Rules

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

Advantages, Disadvantages and Quirks

Pt. Cost		Pt. Cost	
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Reaction Modifiers

Appearance	_____	(+/-)	_____
Status	_____	(+/-)	_____
Reputation	_____	(+/-)	_____
Reputation	_____	(+/-)	_____
OPH	_____	(+/-)	_____
Other	_____	(+/-)	_____
Other	_____	(+/-)	_____
		TOTAL (+/-)	_____

Summary

Stats	_____
(+) Advantages	+ _____
(-) Disadvantages	- _____
(-) Quirks	- _____
(+) Skills	+ _____
	TOTAL= _____

Skills *(including magic spells, martial arts, psionic skills, super powers, etc.)*

Skill (type)	Pt. Cost	Level	Skill (type)	Pt. Cost	Level	Skill (type)	Pt. Cost	Level

Weapons Stats

Ranged Weapon	Malf	Damage Type	Damage Amount	SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Ammo Type/Power

Hand Weapon	Type	Damage Amount	Dmg. Mult	Reach	ST

Equipment, Possessions, Assets, etc.

Item (Location)	$	Wt.	Item (Location)	$	Wt.
			Cash (personal)	$	
			Cash (savings)	$	
			TOTALS	$	

Character Story