GURPS	Charact	Sequence Ur	Inspent Points	Total Points		
Name: Race: Age: Sex: Hr Description/Details: ST	_ Player:S	SM:	Character Portrait			Pt. Cost Level []
Basic Lift Basic Speed	Basic Move Basic Thr= Sw=	: Damage	Current HP Current FP			
	BM x 1: Dodge BM x 0.6: Dodge BM x 0.4: Dodge	ge -2: ge -3:	Languages Spoken Written			[]
Reaction Modifiers Appearance Reputation		e-4:	Backgrounds Native TL Native Culture Cultural Familiarities			
Advantages/Perks		Disadvanta	ages/Quirks			
Armour Type DR Skull Face Torso Groin	0 R Leg		Mod Type DR Mod -2 R Hand -4 -2 L Hand -4 -2 R Foot -4 -2 L Foot -4	Parry Weapon	Parry Block	·

Ranged Weapons	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight	Ammo
	_						_							
							_							
Melee Weapons	Skill	Damage	Reach	Parry	ST	Note	es		Cost	Weight	Character Notes			
	_													
									-					
Equipment and Poss	session	S Quantity Cost	Weight				Qı	uantity	Cost	Weight				
			_											
			_											
-														
			_											
											Summary			
											Primary Attribute Secondary Attrib	es		[]
			_								Advantages/Perk			
				· 🛮 ——							Disadvantages/Q	uirks		[]
											Languages/Cultu Skills/Techniques			
											Other			
											Range/Speed			
											Speed/Range	15	near Measur	ement
											Modifier	Lii	(range/spe	ed)
											-1		2 yd or le	SS
				· [-2 -3		5 yd 7 yd	
			_								-4 -5		10 yd 15 yd	
											-6 -7		20 yd 30 yd	
			_								-8 -9		50 yd 70 yd	
								Total			-10 -11 -12		100 yd 150 yd 200 yd	
				- Cash ((Carried)		Casl	h (Store	ed)		-12 -13 -14		300 yd 500 yd	
					,				tal		-14		700 yd	