GURPS Character Sheet

Game	Sequence	Unspent Points	Total Points

Name: ______
Race: ______ Player: ______
Age: ____ Sex: ____ Ht: ____ Wt: ____ SM: ____
Description/Details: ______

ST		[ ]	HP		[ ]
DX		[ ]	WIL		[ ]
IQ		[ ]	PER		[ ]
HT		[ ]	FP		[ ]

Basic Lift [ ] Basic Speed [ ] Basic Move [ ] Basic Damage Thr= Sw =

Character Portrait

Current **HP**

Current **FP**

	Encumbrance	Move	Dodge
○	None (0)= BL: ____	BM x 1: ____	Dodge: ____
○	Light (1)= BL x 2: ____	BM x 0.8: ____	Dodge -1: ____
○	Med (2)= BL x 3: ____	BM x 0.6: ____	Dodge -2: ____
○	Hvy (3)= BL x 6: ____	BM x 0.4: ____	Dodge -3: ____
○	X-Hvy (4)= BL x 10: ____	BM x 0.2: ____	Dodge -4: ____

Languages

	Spoken	Written	
______	☐	☐	[ ]
______	☐	☐	[ ]
______	☐	☐	[ ]
______	☐	☐	[ ]

Reaction Modifiers
Appearance ______ Status ______
Reputation ______
Other ______

Backgrounds
Native TL ______
Native Culture ______
Cultural Familiarities

Advantages/Perks

______ [ ]
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Disadvantages/Quirks

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Skill	Type	Pt. Cost	Level
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Armour

	Type	DR	Mod		Type	DR	Mod		Type	DR	Mod
Skull			-7	R Arm			-2	R Hand			-4
Face			-5	L Arm			-2	L Hand			-4
Torso			0	R Leg			-2	R Foot			-4
Groin			-3	L Leg			-2	L Foot			-4

Parry

Weapon	Parry

Block ____

Dodge ____

Ranged Weapons

Ranged Weapons	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight	Ammo

Melee Weapons

Melee Weapons	Skill	Damage	Reach	Parry	ST	Notes	Cost	Weight

Character Notes

Equipment and Possessions

Equipment and Possessions	Quantity	Cost	Weight

	Quantity	Cost	Weight
Total			

Cash (Carried) ________ Cash (Stored) ________

Total ________

Summary

Primary Attributes .... [ ]

Secondary Attributes .... [ ]

Advantages/Perks/TL .... [ ]

Disadvantages/Quirks .... [ ]

Languages/Cultures .... [ ]

Skills/Techniques .... [ ]

Other .... [ ]

Range/Speed

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

Skill	Type	Pt. Cost	Level		Type	Pt. Cost	Level		Type	Pt. Cost	Level
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Equipment and Possessions

Location _____ Quantity Cost Weight

Cash (Stored Here) _____ Total _____ _____

Location _____ Quantity Cost Weight

Cash (Stored Here) _____ Total _____ _____

Location _____ Quantity Cost Weight

Cash (Stored Here) _____ Total _____ _____

Location _____ Quantity Cost Weight

Cash (Stored Here) _____ Total _____ _____