

GURPS®

CHARACTER SHEET

Name _____ Player _____	Date Created _____	Sequence _____
Appearance _____	Unspent Points _____	
Character Story _____	Point Total _____	

Pt. Cost

Pt. Cost	ST	FATIGUE			SKILLS <i>Pt. Cost Level</i>
	DX	BASIC DAMAGE			
	IQ	<i>Thrust: _____</i>			
	HT	<i>Swing: _____</i>			
	Mvmt	BASIC SPEED <small>(HT + DX)/4</small>	MOVE <small>Basic - Enc.</small>		
	ENCUMBRANCE	PASSIVE DEFENSE			
	<i>None(0)= 2 x ST _____</i>	<i>Armor: _____</i>			
	<i>Light(1)= 4 x ST _____</i>	<i>Shield: _____</i>			
	<i>Med(2)= 6 x ST _____</i>	T O T A L		REACTION + / - _____	
	<i>Hvy(3)= 12 x ST _____</i>	X-hvy(4)= 20 x ST _____			
	ACTIVE DEFENSES		WEAPONS AND POSSESSIONS		
	DODGE	PARRY	BLOCK	<i>Item Damage Skill \$ Wt.</i>	
	<i>= Move</i>	<i>Weapon/2</i>	<i>Shield/2</i>	<i> Type Amt. Level</i>	
	DAMAGE RESISTANCE				
	Armor _____		T O T A L		
Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS				
	Totals: \$ Lbs.				
	WEAPON RANGES				SUMMARY <i>Point Total</i>
	<i>Weapon</i>	SS	ACC	1/2 DMG	<i>MAX</i>
					<i>Attributes</i> _____
					<i>Advantages</i> _____
					<i>Disadvantages</i> _____
					<i>Quirks</i> _____
					<i>Skills</i> _____
					TOTAL