GURPS

CHARACTER SHEET

Name: Sean Dekker
Race: Human
Appearance:

Player: Cal
Ht: 5'11" **Wt:** 185 **Age:** 30

Spent: 200
Unspent: 0

ST	12	[20]	**HP**	12	[0]	Basic Speed	6	[0]	
DX	12	[40]	**Will**	10	[0]	Basic Move	6	[0]	
IQ	10	[0]	**Per**	11	[5]	**BL**	29 lb	(ST×ST)/5	
HT	12*	[20]	**FP**	12	[0]	Thr 1d-1	Sw 1d+2		
TL	9				[0]	**SM**	+0		

* Conditional: +1 from 'Fit'

Vision	12*	Fright Check	12†	High Jump	2.17 ft
Hearing	11	Consciousness	14‡	Money	-26857
Touch	11	Death Check	13§		
Taste/Smell	11	Broad Jump	3 yd		

* Includes: +1 from 'Acute Vision'
† Includes: +2 from 'Combat Reflexes'
‡ Includes: +1 from 'Fit', +1 from 'Hard to Subdue'
§ Includes: +1 from 'Fit'

HP
3, 0, -12, -24, -36, -48, -60

FP
3, 0, -12

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

PARRY	PARRY	BLOCK	DODGE	DR
12*	10*		9/10*	0
Boxing	DX		Light	Torso

* Includes: +1 from 'Combat Reflexes'

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*

* Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -1 from 'Stubbornness'

LANGUAGES

Name	Spoken	Written	Pts
English (Native)	Native	Native	[0]
Russian	Broken	Semi-Lit.	[2]
Spanish	Accented	Literate	[4]

ADVANTAGES

Name	Pts
Acute Vision 1	[2]
Roll: 12 (Vision)	
Combat Reflexes	[15]
Daredevil	[15]
Enhanced Parry 1 (bare hands)	[5]
Fit	[5]
Hard to Subdue 1	[2]
High Pain Threshold	[10]
Roll to ignore pain: 13 (Will+3)	
Zeroed	[10]

PERKS

Name	Pts
Alcohol Tolerance	[1]
Sure-Footed (Uneven)	[1]

DISADVANTAGES

Name	Pts
Code of Honor (Professional)	[-5]
Duty (Sollerin Corporation; 15 or less (almost always); Extremely Hazardous)	[-20]
Light Sleeper	[-5]
Overconfidence (12 or less)	[-5]

DISADVANTAGES (continued)

Name	Pts
Stubbornness	[-5]

QUIRKS

Name	Pts
Expression ("No problem. I got this.")	[-1]
Likes Scotch	[-1]

SKILLS

Name	Level	Relative	Pts
Acrobatics	12	DX+0	[4]
Acting	11	IQ+1	[4]
Boxing	14*	DX+2	[8]
Parry: 12			
Breath Control	10	HT-2	[1]
Computer Operation/TL9	10	IQ+0	[1]
Detect Lies	11	Per+0	[4]
Driving/TL9 (Automobile)	12	DX+0	[2]
Driving/TL9 (Motorcycle)	12	DX+0	[2]
Electronics Operation/TL9 (Security)	10	IQ+0	[2]
Electronics Repair/TL9 (Security)	9	IQ-1	[1]
Fast-Draw (Knife)	13†	DX+1	[1]
Fast-Draw (Pistol)	13†	DX+1	[1]
Forced Entry	12	DX+0	[1]
Guns/TL9 (Gyroc)	14	DX+2	[4]
Guns/TL9 (Rifle)	14	DX+2	[4]
Interrogation	10	IQ+0	[2]
Intimidation	11	Will+1	[4]
Jumping	12	DX+0	[1]
Knife	12	DX+0	[1]
Parry: 9			
Observation	12‡	Per+1	[2]
Parachuting/TL9	12	DX+0	[1]
Photography/TL9	10	IQ+0	[2]
Scuba/TL9	9	IQ-1	[1]
Search	11	Per+0	[2]
Shadowing	10	IQ+0	[2]
Soldier/TL9	10	IQ+0	[2]
Stealth	11	DX-1	[1]
Swimming	12	HT+0	[1]
Tactics	10	IQ+0	[4]
Wrestling	11*	DX-1	[1]
Parry: 10			

* Includes: Enhanced Parry (bare hands)
† Includes: +1 from 'Combat Reflexes'
‡ Includes: +1 from 'Acute Vision'

TECHNIQUES

Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics)	12	def+6	[6]
Aggressive Parry (Boxing)	12	def+1	[2]
Parry: 13			
Counterattack (Boxing)	14	def+5	[6]
Targeted Attack (Boxing Punch/Face)	12	def+3	[4]

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Aggressive Parry (Boxing)	12	13	1d-3 cr	C	–	–	
Bite	12	–	1d-2 cr	C	–	–	
Boxing	14	12	1d cr	C	–	–	
Brass Knuckles	14	12	1d+1 cr	C	–	4	[3]
Kick	10	–	1d-1 cr	C,1	–	–	
Sap	12	–	1d-1 cr	C	7	4	
Small Knife: swing	12	9	1d+2(10) cut	C,1	5	4	
Small Knife: thrust	12	9	1d-1(10) imp	C	5	4	[1]
Straight Razor	12	–	1d-3 cut	C	4	4	
Stun Gun	12	10	HT-3(0.5) aff	C,1	2	4	[5]
Switchblade	12	10	1d+2(10) cut	C,1	5	3	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Gyroc LSW, 15mm	14	6d pi++	2	1.08 mi	10	30(5)	10†	-4	1	1	
Gyroc Pistol, 15mm	14	6d pi++	1	1.08 mi	3	4(3i)	9	-2	1	3	
Small Knife	8	1d-1(10) imp	–	6 yd / 12 yd	1	T(1)	5	-1	–	4	
Sniper Railgun, 7mm: w/o bipod	14	6dx2(3) pi	7+3	1.36 mi / 5.68 mi	1	30(3)	11B†	-6	2	2	[4]
Sniper Railgun, 7mm: w/ bipod	14	6dx2(3) pi	7+3	1.36 mi / 5.68 mi	1	30(3)	8B†	-6	2	2	[4]

HUMANOID HIT LOCATION TABLE

Roll	Location	Penalty	Roll	Location	Penalty
3–4	Skull	-7	13–14	Left Leg	-2
5	Face	-5	15	Hand	-4
6–7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17–18	Neck	-5
9–10	Torso	–	–	Vitals*	-3
11	Groin	-3	–	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks

For complete information, see: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[85]
Advantages, Perks	[72]
Disadvantages, Quirks	[-42]
Skills, Techniques	[85]
Total Points Spent:	**200**
Unspent Points:	**0**

SCRATCH PAD

EQUIPMENT

Qty	Item	Cost	Weight
1	Armored Shades (TL 9)	100	1.6 oz
	Description: TL:9 LC:4 DR:10 Location:eyes Location: eyes		
1	Brass Knuckles	10	4 oz
	Description: TL:1 LC:4, Dam:thr cr Reach:C Parry:0 ST:-- Skill:Boxing, Brawling, Karate, DX Notes: [3] Brawling increases all unarmed damage; claws and Karate improve damage with punches and kicks (claws don't affect damage with brass knuckles or boots); Boxing improves punching damage. Calculated damage takes into account these skill bonuses. Notes: [3]		
1	Electronic Lockpicks	1500	3 lb
	Description: TL:7 Notes: +2 to pick electronic locks.		
1	Filter Mask	100	3 lb
	Description: TL:9 LC:4 DR:10 Location:eyes, face Location: eyes, face		
1	Gyroc LSW, 15mm	1516	13 lb
	Per Unit - Cost: 1400, Weight: 12 lb Contents - Cost: 116, Weight: 1 lb Description: TL:9 LC:1 Damage:6d pi++ Acc:2 Range:1900 RoF:10 Shots:30(5) ST:10† Bulk:-4 Rcl:1 Skill:Guns (Gyroc)		
2	15mm Micromissile	100	3.2 oz
	Per Unit - Cost: 50, Weight: 1.6 oz Description: TL:9 LC:3		
4	15mmCL Conventional Ammunition	16	12.8 oz
	Per Unit - Cost: 4, Weight: 3.2 oz Description: TL:9 LC:3		
1	Gyroc Pistol, 15mm	202.4	1.12 lb
	Per Unit - Cost: 200, Weight: 1 lb Contents - Cost: 2.4, Weight: 1.92 oz Description: TL:9 LC:3 Damage:6d pi++ Acc:1 Range:1900 RoF:3 Shots:4(3i) ST:9 Bulk:-2 Rcl:1 Skill:Guns (Gyroc)		
2	15mmCLP Conventional Ammunition	2.4	1.92 oz
	Per Unit - Cost: 1.2, Weight: 15.36 dr Description: TL:9 LC:3		
1	Gyroc Pistol, 15mm (Ammunition)	8	6.4 oz
1	Holster, Shoulder	50	1 lb
	Description: TL:5 Notes: Allows use of Holdout, but gives -1 to Fast-Draw.		
1	Reflex Trousers	280	2.8 lb
	Description: TL:9 LC:3 DR:12/4* Location:groin, legs Notes:*Flexible Location: groin, legs		
1	Reflex Vest	300	2 lb
	Description: TL:9 LC:3 DR:12/4* Location:torso Notes:*Flexible Location: torso		
1	Sap	20	1 lb
	Description: TL:1 LC:4, Dam:thr cr Reach:C Parry:No ST:7 Skill:Brawling, DX		
2	Small Knife (Monowire; Fine Quality)	600	1 lb
	Per Unit - Cost: 300, Weight: 8 oz Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: |[1]|		
1	Sneakers (Black)	40	2 lb
	Description: TL:6 LC:4 DR:1* Location:feet Notes:[1] Concealable as or under clothing. Location: feet		

Qty	Item	Cost	Weight
	EQUIPMENT (continued)		
1	Sniper Railgun, 7mm	26000.96	22.1 lb
	Per Unit - Cost: 18000, Weight: 20 lb		
	Contents - Cost: 8000.96, Weight: 2.1 lb		
	Description: TL:9 LC:2 [Mode:w/o bipod Damage:6dx2 (3) pi Acc:7+3		
	Range:2400/10000 RoF:1 Shots:30(3) ST:11B† Bulk:-6 Rcl:2 Skill:Guns (Rifle)		
	Notes:[4]], [4] Powered by a D cell. The weapon's power cell provides enough energy		
	for firing its specified number of Shots, and is included in the weight.		
	Notes: [4]][4]		
4	7mm Electromag Gun Ammunition	0.96	1.54 oz
	Per Unit - Cost: 0.24, Weight: 6.14 dr		
	Description: TL:10 LC:3		
1	Enhanced Targeting System	8000	2 lb
1	Straight Razor	30	1.6 oz
	Description: TL:5 LC:4 Damage:thr-2 cut Reach:C Parry:No ST:4 Skill:Knife		
1	Stun Gun	100	1 lb
	Description: TL:8 LC:4, Dam:HT-3(0.5) aff Reach:C,1 Parry:0 ST:2 Skill:Brawling, DX		
	Notes: [5] On a failed HT roll, victim is stunned for as long as weapon is in contact plus		
	(20-HT) seconds longer, and then can roll vs. HT-3 to recover.		
	Notes: [5]		
1	Switchblade (Monowire; Fine Quality)	2000	8 oz