GURPS

CHARACTER SHEET

ST	10	[0]	HP	10	[0]	Basic Speed	5.75	[0]
DX	12	[40]	Will	16	[0]	Basic Move	5	[0]
IQ	16	[120]	Per	16	[0]	BL	20 lb	(ST×ST)/5
HT	11*	[0]	FP	11	[0]	Thr 1d-2	Sw 1d	

* +1 from 'Helot [TL10] (Bio-Tech)', Cond. +1 from 'Fit'

TL	11	[0]	SM	+0

Vision	16	Taste/Smell	16	Death Check	12*
Hearing	16	Fright Check	16	High Jump	1.67 ft
Touch	16	Consciousness	12*	Broad Jump	2.33 yd

* +1 from 'Fit'

HP _____ 3, 0, -10, -20, -30, -40, -50 **FP** _____ 3, 0, -11

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY	PARRY	BLOCK	DODGE	DR
9		7	8	0
DX		DX	None	Torso

REACTION MODIFIERS

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

* Cond. +1 from 'Honesty' when honesty becomes known, Cond. +3 from 'Honesty' when a question of honor or trust is involved, Cond. +1 from 'Merchant' when buying or selling, Cond. +2 from 'Sense of Duty (First Prometheans)' when in dangerous situations if Sense of Duty is known

LANGUAGES

Name	Spoken	Written	Pts
Common (Native)	Native	Native	[0]
Russian	Native	Native	[6]

TEMPLATES AND META-TRAITS

Name	Pts
Bioroid	[-5]
Early Maturation 3	[0]
Sterile	[0]
Unusual Biochemistry	[-5]
Helot [TL10] (Bio-Tech)	[12]
Resistant (Disease; Occasional; +8)	[5]
Broad-Minded	[-1]
Humble	[-1]
Staid	[-1]

ADVANTAGES

Name	Pts
Ambidexterity	[5]
Fit	[5]
Less Sleep 2	[4]
Longevity	[2]
Patrons (Prometheans; Equipment: more than starting wealth; 6 or less; Minimal Intervention; Secret)	[5]

DISADVANTAGES

Name	Pts
Code of Honor (Chivalry)	[-15]
Honesty (12 or less)	[-10]

DISADVANTAGES (continued)

Name	Pts
Pacifism (Self-Defense Only)	[-15]
Selfless (12 or less)	[-5]
Sense of Duty (First Prometheans; Small Group)	[-5]
Unnatural Feature -1 (Hairless)	[-1]
Wealth (Poor)	[-15]

QUIRKS

Name	Pts
Sexless	[-1]

SKILLS

Name	Level	Relative	Pts
Acting	16	IQ+0	[2]
Administration	16	IQ+0	[2]
Area Knowledge (Phoenix Domain)	16	IQ+0	[1]
Computer Operation/TL11	18	IQ+2	[4]
Connoisseur (Terran Antiquities)	16	IQ+0	[2]
Cooking	18	IQ+2	[8]
Current Affairs/TL11 (Headline News)	16	IQ+0	[1]
Diplomacy	16	IQ+0	[4]
Electronics Operation/TL11 (Media)	16	IQ+0	[2]
Electronics Operation/TL11 (Medical)	16	IQ+0	[2]
d First Aid/TL11 (Human)	18	IQ+2	[4]
Heraldry	16	IQ+0	[2]
Hidden Lore (Prometheans)	15	IQ-1	[1]
Housekeeping	18	IQ+2	[4]
Mathematics/TL11 (Applied)	16	IQ+0	[4]
Merchant	16	IQ+0	[2]
Observation	16	Per+0	[2]
Physician/TL11 (Human)	16	IQ+0	[4]
Physiology/TL11 (Human)	16	IQ+0	[4]
Professional Skill (Valet)	18	IQ+2	[8]
Psychology (Human)	15	IQ-1	[2]
Research/TL11	16	IQ+0	[2]
Savoir-Faire (Servant)	18	IQ+2	[4]
Teaching	16	IQ+0	[2]

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[160]
Advantages, Perks	[39]
Disadvantages, Quirks	[-72]
Skills, Techniques	[73]
Total Points Spent:	**200**
Unspent Points:	0

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	12	–	1d-3 cr	C	–	–	
Kick	10	–	1d-2 cr	C,1	–	–	
Punch	12	9	1d-3 cr	C	–	–	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Bioplas Suit (TL10) Description: TL:10 LC:3 DR:15/5* Location:all Notes:*Flexible Location: all	2400	4 lb
1	Ordinary Clothes (Status +0; TL0) Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
1	Shoes (TL1) Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Location: feet	40	2 lb