GURPS®

CHARACTER SHEET

Name _____ Player _____

Appearance _____

Character Story _____

Date Created	Sequence
Unspent Points	Point Total

Pt. Cost

ST — FATIGUE

DX — BASIC DAMAGE

Thrust: ____

Swing: ____

IQ

HT — HITS TAKEN

Mvmt — BASIC SPEED *(HT+DX)/4* — MOVE *Basic - Enc.*

ENCUMBRANCE

None (0) = 2×ST ____

Light (1) = 4×ST ____

Med (2) = 6×ST ____

Hvy (3) = 12×ST ____

X-hvy (4) = 20×ST ____

PASSIVE DEFENSE

Armor: ____

Shield: ____

TOTAL ____

REACTION +/- _____

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
= *Move*	*Weapon/2*	*Shield/2*

DAMAGE RESISTANCE

Armor _____ : _____

_____ : _____

TOTAL : _____

Pt. Cost

ADVANTAGES, DISADVANTAGES, QUIRKS

WEAPONS AND POSSESSIONS

Item	*Damage Type*	*Amt.*	*Skill Level*	*$*	*Wt.*

Totals: $ _____ *Lbs.*

WEAPON RANGES

Weapon	*SS*	*ACC*	*½ DMG*	*MAX*

SKILLS

	Pt. Cost	*Level*

SUMMARY

	Point Total
Attributes	
Advantages	
Disadvantages	
Quirks	
Skills	
TOTAL	