GURPS®
CHARACTER SHEET

Name _____ Player _____
Appearance _____

Date Created | Sequence
Unspent Points | Point Total

Pt. Cost

ST | FATIGUE

DX | DAMAGE
Thrust: ____
Swing: ____
Kick: ____
____: ____

IQ

HT | HITS TAKEN

Mvmt	BASIC SPEED	MOVE
	(HT+DX)/4	*Round off*
SWIM		

ENCUMBRANCE **MOVE**

None (0) = 2×ST		
Light (1) = 4×ST		
Med (2) = 6×ST		
Hvy (3) = 12×ST		
X-hvy (4) = 20×ST		

BODY PROTECTION

	Head	Body	Arms	Legs	Hands	Feet	ALL
PD							
DR							

ACTIVE DEFENSES

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

OTHER PD
Shield: _____

OTHER DR

SKILLS *Pt. Cost* *Level*

Pt. Cost

ADVANTAGES, DISADVANTAGES AND QUIRKS

SUMMARY *Point Total*

Attributes	
Advantages	
Disadvantages	
Quirks	
Skills	
TOTAL	

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HAND WEAPONS & SKILLS

Weapon	Damage Type	Damage Amount	Reach	ST	Notes	Parry	Pt. Cost	Level

RANGED WEAPONS & SKILLS

Weapon	Malf	Damage Type	Damage Amount	SS	Acc	½D	Max	RoF	Shots	ST	Rcl	Notes	Pt. Cost	Level

REACTION MODIFIERS

Appearance: ____________

Status: ____________

SPECIAL REACTION MODIFIERS

Reputation: ____________

CHARACTER STORY

Beliefs & Goals: ____________

NOTES

WEAPONS AND POSSESSIONS

Item	$	Wt.
Totals: $		Lbs.

SPEED/RANGE TABLE

For complete table, see p. B201.

Speed/ Range Modifier	Size Modifier	Linear Measurement (size or range/speed)
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	½"
+11	-11	2/3"
+10	-10	1"
+9	-9	1½"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1½ ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1½ yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4½ yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd