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 _____

ACTIVE DEFENSES

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

DAMAGE RESISTANCE
Armor _____ : _____
_____ : _____
TOTAL

Pt. Cost

ADVANTAGES, DISADVANTAGES, QUIRKS

REACTION +/- _____

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	

This form may be photocopied. Copyright © 1998 Steve Jackson Games Incorporated. All rights reserved.