GURPS®
Character Sheet

Name: _____ Player: _____
Description: _____
Race: _____

Date Created	Sequence
Unspent Points	Point Total

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	_____	_____

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
= Move	Weapon/2	Shield/2

BODY PROTECTION

	Head	Body	Arms	Legs	Hands	Feet	ALL
PD							
DR							

OTHER PD	OTHER DR
Shield: _____	

ADVANTAGES, DISADVANTAGES AND QUIRKS

SKILLS Pt. Cost Level

SUMMARY Point Total

Attributes: _____
Advantages: _____
Disadvantages: _____
Quirks: _____
Skills: _____
TOTAL

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Name: _____

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: _____

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	1/2"
+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	+2	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
-23	+23	10 mi
-24	+24	15 mi
-25	+25	20 mi
-31	+31	200 mi

CHARACTER STORY

NOTES

WEAPONS AND POSSESSIONS

Item	$	Wt.