GURPS CHARACTER SHEET

Name Jonah Adams (Spectre) Player Joshua Frye Point Total 275

Ht 5'9" Wt 190 Size Modifier 0 Age 50 Unspent Pts

Appearance (Clint Eastwood)

					CURRENT	
ST	10	[0]	**HP**	15		[10]
DX	12	[40]	**WILL**	15		[20]
IQ	11	[20]	**PER**	12		[5]
HT	12	[20]	**FP**	12	CURRENT	[ ]

BASIC LIFT (ST × ST)/5 20 **DAMAGE** Thr 1d-2 Sw 1d

BASIC SPEED 6.00 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	20	BM × 1	6	Dodge	9
Light (1) = 2 × BL	40	BM × 0.8	4	Dodge -1	8
Medium (2) = 3 × BL	60	BM × 0.6	3	Dodge -2	7
Heavy (3) = 6 × BL	120	BM × 0.4	2	Dodge -3	6
X-Heavy (4) = 10 × BL	200	BM × 0.2	1	Dodge -4	5

Languages — **Spoken** — **Written**

[ ]
[ ]
[ ]
[ ]
[ ]

DR

TL: [ ]

Cultural Familiarities

[ ]
[ ]
[ ]

PARRY

BLOCK

Reaction Modifiers

Appearance
Status
Reputation

ADVANTAGES AND PERKS

Insubstantiability(Super, -10%;Carrying Capacity (light;+10%);Reflexive;+40%)	[120]
Doesn't Breathe (Oxygen absorption -25%;Super -10%; Only While Insubstantial -10%)	[11]
Phase Binding (20) - (Environmental, must be near a sizeable surface, -20%;	[10]
one-shot,-10%; melee (C, no parry)-35%; super,-10%)	[ ]
Imbue 3	[8]
(One Skill Only (penetrating strike); -80%; Super, -10%, Based on Will, +20%; use limit 10/day -10%))	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
PERKS: Supersuit, Masked, Trademark Move (notes), Phase Sperm, Low Rejection Threshold	[5]

DISADVANTAGES AND QUIRKS

	[ ]
Drinks to Fallen Enemies	[-1]
Always has a few butterscotch, and doesn't like to run out	[-1]
Saying "Life is wasted on the young."	[-1]
Bumps into things when his guard is down and not using powers	[-1]
Snaps at teens.	[-1]
Enemy-The Syndicate (LG Group less powerful, -30	[-20]
Quite Often (12 or less)x2; Rivals,x.5) (-30...so -20)	[ ]
	[ ]
	[ ]
	[ ]
	[ ]
	[ ]

SKILLS

Name	Level	Relative Level	
Phase Binding/Brawling	13	DX/Easy	[2]
Imbue (Knife) - Phasing/Penetrating Strike	12	Will/V.Hard	[1]
Fast Draw (Push Knife)	12	DX/Easy	[1]
Melee - Push Knife	13	DX/Easy	[2]
Imbue (Pistol) - Phasing/Penetrating Strike	12	Will/V.Hard	[1]
Guns - Pistol	12	DX/Easy	[1]
			[ ]
Acrobatics	11	DX/Hard	[2]
Acting	10	IQ/Avg	[1]
Computer Hacking/TL8	8	IQ/VHard	[1]
Computer Programming/TL8	9	IQ/Hard	[1]
Driving - Car	12	DX/Avg	[2]
Engineer - Electronics	13	IQ/Hard	[8]
Electronics Operation (All Default)	8	Engineer-5	[ ]
Electronics Repair (All Default)	10	Engineer-3	[ ]
Filch	11	DX/Avg	[1]
Observation	11	Per/Avg	[1]
Pickpocket	10	DX/Hard	[1]
Search	11	Per/Avg	[1]
Shadowing	10	IQ/Avg	[1]
Stealth	11	DX/Avg	[1]
Streetwise	10	IQ/Avg	[1]
Survival	11	Per/Avg	[1]
			[ ]
			[ ]

GURPS

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HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Fine Push Knife	thr+1 imp	C	-1	-1 to break	120	.5

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Glock 9MM Auto Pistol	2d+2 pi	2	150/1850	3	15+1(3	9		-2	2		600	2.6
									2	Extra clip	24	1.2

SPEED/RANGE TABLE

For complete table, see p. 550.

Speed/ Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Item	Location	Cost	Weight
Black Suit, Tie, Dress Pants	Body	200	2
Totals:		$944	6.3 Lbs.

CHARACTER NOTES

Trademark move (All Out Attack Feint, Feinting a phased slash through the right shoulder and then using the following melee binding and their momentum to bind them to a wall on their left)

** Takes a ready action and 1 fatigue to imbue my weapon.

POINTS SUMMARY

Attributes/Secondary Characteristics	[115]
Advantages/Perks/TL/Languages/ Cultural Familitarity	[154]
Disadvantages/Quirks	[-25]
Skills/Techniques	[31]
Other	[ ]

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