



CHARACTER SHEET

Name Rene

Ht Wt

Appearance Normally invisible, those with See Invisible see it as a tiny glowing point

Player

Size Modifier -10 Age

Point Total 500

Unspent Points 0

<b>ST</b>	10	[ 0 ]	<b>HP</b>	10	<small>CURRENT</small>	[ 0 ]
<b>DX</b>	10	[ 0 ]	<b>Will</b>	20		[ 0 ]
<b>IQ</b>	20	[200]	<b>Per</b>	20		[ 0 ]
<b>HT</b>	10	[ 0 ]	<b>FP</b>	10	<small>CURRENT</small>	[ 0 ]

<b>Languages</b>	<b>Spoken</b>	<b>Written</b>
Galactic (Native Language)	(Native)	() [ 0 ]

<b>DR</b>	<b>TL: 11</b>	[ 15 ]
Hd Bdy Arm Leg Hnd Ft	<b>Cultural Familiarities</b> Galactic (Native)	[ 0 ]

BASIC LIFT 20      DAMAGE Thr 1d-2      Sw 1d  
 BASIC SPEED 5 [ 0 ]      BASIC MOVE 5 [ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
0	<b>Appearance:</b> Status: +0
<b>BLOCK</b>	<b>Other: -2; Includes: -2 from 'Clueless'</b> Conditional: -2 from 'No Sense of Humor'
0	

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

SKILLS		
Name	Level	Relative Level
Philosophy (Rationalism)	18	IQ-2 [ 1 ]

<b>TEMPLATES AND METATRAITS</b>	
Astral Entity	[ 171 ]
<b>ADVANTAGES AND PERKS</b>	
Ally (Rene's Body) (150% of starting points) (Constantly; Minion (+1); Summonable)	[ 80 ]
Modular Abilities (Cosmic Power) (Per point of abilities (+2))	[ 20 ]
Possession (Puppet Only; Spiritual)	[ 50 ]
Puppet	[ 5 ]
Quick Gadgeteer	[ 50 ]
<b>DISADVANTAGES AND QUIRKS</b>	
Clueless	[ -10 ]
Low Empathy	[ -20 ]
No Fine Manipulators (No Manipulators)	[ -50 ]
No Sense of Humor	[ -10 ]
SM -10	[ 0 ]
Insists things it doesn't understand are "illogical"	[ -1 ]
Sexless	[ -1 ]



CHARACTER SHEET  
Rene

**HAND WEAPONS**  
Qty Weapon

Damage Reach Parry Notes

Cost Weight

**RANGED WEAPONS**

Qty Weapon

Damage Acc Range RoF Shots ST Bulk Rcl LC Notes

Cost Weight

**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**

Qty Item

Location

Cost Weight

**CHARACTER NOTES**

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**POINTS SUMMARY**

Attributes/Secondary Characteristics	[	200	]
Advantages/Perks/TL/Languages/Cultural Familiarity	[	391	]
Disadvantages/Quirks	[	-92	]
Skills/Techniques	[	1	]
Other	[		]