# GURPS
## CHARACTER SHEET

Name **Seamus Zelazny Harper**     Player **Tarcisio Filho**     Point Total **250**
Ht **1,75 m**     Wt **150 lbs**     Size Modifier **0**   Age **25**     Unspent Points **0**
Appearance

| | | | | | | CURRENT | |
|---|---|---|---|---|---|---|---|
| **ST** | 10 | [ 0 ] | **HP** | 10 | | [ 0 ] |
| **DX** | 10 | [ 0 ] | **Will** | 12 | | [ -10 ] |
| **IQ** | 14 | [ 80 ] | **Per** | 12 | | [ -10 ] |
| | | | | | CURRENT | |
| **HT** | 12 | [ 20 ] | **FP** | 12 | | [ 0 ] |

BASIC LIFT **20**     DAMAGE Thr **1d-2**   Sw **1d**
BASIC SPEED **5** [ -10 ]   BASIC MOVE **5** [ 0 ]

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

## ADVANTAGES AND PERKS

| | |
|---|---|
| Artificer 4 | [ 40 ] |
| Combat Reflexes | [ 15 ] |
| Cyberneticist 4 | [ 20 ] |
| Fit | [ 5 ] |
| High Pain Threshold | [ 10 ] |
| Intuitive Mathematician | [ 5 ] |
| Less Sleep 4 | [ 8 ] |
| Luck | [ 15 ] |
| Photographic Memory | [ 10 ] |
| System Engineer 4 | [ 20 ] |

## DISADVANTAGES AND QUIRKS

| | |
|---|---|
| Charitable (15 or less) | [ -7 ] |
| Chummy | [ -5 ] |
| Greed (12 or less) | [ -15 ] |
| Honesty (15 or less) | [ -5 ] |
| Light Sleeper | [ -5 ] |
| Overconfidence (12 or less) | [ -5 ] |
| Pacifism (Cannot Harm Innocents) | [ -10 ] |
| Sense of Duty (Group) (Small Group) | [ -5 ] |
| Slow Riser | [ -5 ] |
| Workaholic | [ -5 ] |
| Attentive | [ -1 ] |
| Broad-Minded | [ -1 ] |
| Careful | [ -1 ] |
| Habit ("Sign" your jobs) | [ -1 ] |
| Likes Wolf Cola | [ -1 ] |

| Languages | Spoken | Written | |
|---|---|---|---|
| Galanglic (Native Language) | (Native) | (Native) | [ 0 ] |

| DR | TL: 11 | [ 0 ] |
|---|---|---|
| 0 | **Cultural Familiarities** | |

PARRY **9**

Knife

BLOCK **0**

### Reaction Modifiers

**Appearance:**
**Status:** +0
**Other:** +0
Conditional: +4 from 'Cyberneticist', +4 from 'Artificer', +4 from 'System Engineer', +1 from 'Merchant' when buying or selling, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Sense of Duty (Companheiros)' when in dangerous situations if Sense of Duty is known, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +1 from 'Workaholic', -1 from 'Workaholic'

## SKILLS

| Name | Level | Relative Level | |
|---|---|---|---|
| Acting | 13 | IQ-1 | [ 1 ] |
| Armoury/TL11 (Battlesuits) | 25 | IQ+11 | [ 12 ] |
| Includes: +4 from 'Artificer', +4 from 'System Engineer' | | | |
| Armoury/TL11 (Others) | 21 | IQ+7 | [ 0 ] |
| Includes: +4 from 'Artificer', +4 from 'System Engineer' | | | |
| Beam Weapons/TL11 (Pistol) | 12 | DX+2 | [ 4 ] |
| Boxing | 11 | DX+1 | [ 4 ] |
| Carpentry | 18 | IQ+4 | [ 1 ] |
| Includes: +4 from 'Artificer' | | | |
| Computer Operation/TL11 | 22 | IQ+8 | [ 1 ] |
| Includes: +4 from 'Cyberneticist', +4 from 'System Engineer' | | | |
| Computer Programming/TL11 | 18 | IQ+4 | [ 4 ] |
| Includes: +4 from 'Cyberneticist' | | | |
| Cryptography/TL11 | 13 | IQ-1 | [ 2 ] |
| Detect Lies | 12 | Per+0 | [ 4 ] |
| Diplomacy | 13 | IQ-1 | [ 2 ] |
| Electrician/TL11 | 23 | IQ+9 | [ 4 ] |
| Includes: +4 from 'Artificer', +4 from 'System Engineer' | | | |
| Electronics Operation/TL11 (All) | 11 | IQ-3 | [ 0 ] |
| Electronics Repair/TL11 (Computers) | 25 | IQ+11 | [ 0 ] |
| Includes: +4 from 'Cyberneticist', +4 from 'Artificer', +4 from 'System Engineer' | | | |
| Electronics Repair/TL11 (Others) | 21 | IQ+7 | [ 0 ] |
| Includes: +4 from 'Artificer', +4 from 'System Engineer' | | | |
| Engineer/TL11 (Electronics) | 24 | IQ+10 | [ 12 ] |
| Includes: +4 from 'Artificer', +4 from 'System Engineer' | | | |
| Engineer/TL11 (Outros) | 20 | IQ+6 | [ 0 ] |
| Includes: +4 from 'Artificer', +4 from 'System Engineer' | | | |
| Fast-Draw/TL11 (Ammo) | 11 | DX+1 | [ 1 ] |
| Includes: +1 from 'Combat Reflexes' | | | |
| Fast-Draw (Knife) | 11 | DX+1 | [ 1 ] |
| Includes: +1 from 'Combat Reflexes' | | | |
| Fast-Draw (Pistol) | 11 | DX+1 | [ 1 ] |
| Includes: +1 from 'Combat Reflexes' | | | |
| Fast-Talk | 15 | IQ+1 | [ 4 ] |
| Free Fall | 10 | DX+0 | [ 2 ] |
| Freight Handling/TL11 | 13 | IQ-1 | [ 1 ] |
| Gambling | 13 | IQ-1 | [ 1 ] |
| Gesture | 14 | IQ+0 | [ 1 ] |
| Holdout | 13 | IQ-1 | [ 1 ] |
| Knife | 12 | DX+2 | [ 4 ] |
| Leadership | 13 | IQ-1 | [ 1 ] |
| Linguistics (Human) | 12 | IQ-2 | [ 1 ] |
| Lip Reading (Human) | 11 | Per-1 | [ 1 ] |

## SKILLS (continued)

| Name | Level | Relative Level | |
|---|---|---|---|
| Machinist/TL11 | 16 | IQ+2 | [ 0 ] |
| Includes: +4 from 'Artificer' | | | |
| Masonry | 18 | IQ+4 | [ 1 ] |
| Includes: +4 from 'Artificer' | | | |
| Mathematics/TL11 (Applied) | 12 | IQ-2 | [ 1 ] |
| Mechanic/TL11 (High-Performance Spacecraft) | 25 | IQ+11 | [ 12 ] |
| Includes: +4 from 'Artificer', +4 from 'System Engineer' | | | |
| Mechanic/TL11 (Others) | 21 | IQ+7 | [ 0 ] |
| Includes: +4 from 'Artificer', +4 from 'System Engineer' | | | |
| Merchant | 13 | IQ-1 | [ 1 ] |
| Mind Block | 12 | Will+0 | [ 2 ] |
| Navigation/TL11 (Hyperspace) | 13 | IQ-1 | [ 1 ] |
| Navigation/TL11 (Space) | 13 | IQ-1 | [ 1 ] |
| Observation | 12 | Per+0 | [ 2 ] |
| Physician/TL11 (Human) | 12 | IQ-2 | [ 1 ] |
| Research/TL11 | 13 | IQ-1 | [ 1 ] |
| Scrounging | 12 | Per+0 | [ 1 ] |
| Search | 11 | Per-1 | [ 1 ] |
| Shadowing | 13 | IQ-1 | [ 1 ] |
| Soldier/TL11 | 13 | IQ-1 | [ 1 ] |
| Spacer/TL11 | 14 | IQ+0 | [ 1 ] |
| Speed-Reading | 13 | IQ-1 | [ 1 ] |
| Stealth | 9 | DX-1 | [ 0 ] |
| Swimming | 12 | HT+0 | [ 1 ] |
| Tactics | 12 | IQ-2 | [ 1 ] |
| Vacc Suit/TL11 | 10 | DX+0 | [ 2 ] |

# GURPS
## CHARACTER SHEET
Seamus Zelazny Harper

## HAND WEAPONS

| Qty Weapon | Damage | Reach | Lvl(Pry)ST | Notes | Cost | Weight |
|---|---|---|---|---|---|---|
| Bite | 1d-3 cr | C | 10 (No) | | | |
| Boxing | 1d-2 cr | C | 11 (9) | | | |
| Kick | 1d-2 cr | C,1 | 8 (No) | | | |

## RANGED WEAPONS

| Qty Weapon | Damage | Acc | Range | RoF | Shots | Lvl | 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 |
| -5 | Neck |
| -7 | Skull |

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

## ARMOR & POSSESSIONS

| Qty Item | Location | Cost | Weight |
|---|---|---|---|
| | | | |

## CHARACTER NOTES

## POINTS SUMMARY

| | | |
|---|---|---|
| Attributes/Secondary Characteristics | [ | 70 ] |
| Advantages/Perks/TL/Languages/ Cultural Familiarity | [ | 148 ] |
| Disadvantages/Quirks | [ | -72 ] |
| Skills/Techniques | [ | 104 ] |
| Other | [ | ] |