GURPS

CHARACTER SHEET

Name Detective Samuel Mortimer   Player   Point Total 185
Ht 5'7"   Wt 145   Size Modifier 0   Age 36   Unspent Points 0
Appearance   Wiry, youthful-looking and unassuming.

				CURRENT		
ST	10	[0]	**HP**	10		[0]
DX	14	[80]	**Will**	13		[0]
IQ	13	[60]	**Per**	13		[0]
				CURRENT		
HT	11	[10]	**FP**	11		[0]

BASIC LIFT   20   DAMAGE Thr 1d-2   Sw 1d
BASIC SPEED   6.25 [0]   BASIC MOVE   6   [0]

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

ADVANTAGES AND PERKS

Acute Hearing 1	[2]
Combat Reflexes	[15]
Fit	[5]
G-Experience 1	[1]
Legal Enforcement Powers 1	[5]
Free Parking	[1]

DISADVANTAGES AND QUIRKS

Compulsive Gambling (12 or less)	[-5]
Duty (On call and overtime) (9 or less (fairly often))	[-5]
Enemy (Escaped Convict) (Equal in power to the PC) (6 or less)	[-5]
Enemy (Local Gang) (Medium-sized group (6-20 people)) (9 or less)	[-20]
Guilt Complex (Escapee Killed Family)	[-5]
Pacifism (Cannot Harm Innocents)	[-10]
Alcohol Intolerance	[-1]
Habit (Chewing Gum)	[-1]
Skips Breakfast	[-1]

Languages

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]
Mandarin	(Accented)	(Semi-Literate	[3]

DR   **TL: 9**   [0]
0   **Cultural Familiarities**

PARRY	**Reaction Modifiers**
11 DX	**Appearance:**
BLOCK	**Status:** +0
9 DX	**Other:** +0
	Conditional: -1 from 'Compulsive Gambling'

SKILLS

Name	Level	Relative Level	
Acting	12	IQ-1	[1]
Area Knowledge (Jurisdiction)	14	IQ+1	[2]
Axe/Mace	13	DX-1	[1]
Beam Weapons/TL9 (Pistol)	16	DX+2	[4]
Beam Weapons/TL9 (Rifle)	14	DX+0	[1]
Computer Operation/TL9	13	IQ+0	[1]
Criminology/TL9	14	IQ+1	[4]
Current Affairs/TL9 (Jurisdiction)	13	IQ+0	[1]
Detect Lies	12	Per-1	[2]
Driving/TL9 (Automobile)	13	DX-1	[1]
Fast-Draw (Pistol)	15	DX+1	[1]
Includes: +1 from 'Combat Reflexes'			
Fast-Talk	13	IQ+0	[2]
Forensics/TL9	13	IQ+0	[4]
Gambling	12	IQ-1	[1]
Guns/TL9 (Pistol)	14	DX+0	[1]
Guns/TL9 (Rifle)	12	DX-2	[0]
Guns/TL9 (Submachine Gun)	12	DX-2	[0]
Interrogation	13	IQ+0	[2]
Judo	12	DX-2	[1]
Law (Criminal)	11	IQ-2	[1]
Lockpicking/TL9	12	IQ-1	[1]
Conditional: +1 from 'Electronic Lockpicks' when picking electronic locks			
Piloting/TL9 (Aerospace)	13	DX-1	[1]
Running	10	HT-1	[1]
Scuba/TL9	12	IQ-1	[1]
Search	14	Per+1	[4]
Shadowing	13	IQ+0	[2]
Shield (Shield)	14	DX+0	[1]
Smuggling	13	IQ+0	[2]
Stealth	14	DX+0	[2]
Streetwise	13	IQ+0	[2]
Swimming	11	HT+0	[1]
Tactics	11	IQ-2	[1]
Tracking	14	Per+1	[4]
Urban Survival	12	Per-1	[1]
Vacc Suit/TL9	13	DX-1	[1]

GURPS

CHARACTER SHEET
Detective Samuel Mortimer

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
1	Baton						20	1
	Swing	1d cr	1	9 (8)	6			
	Thrust	1d-2 cr	1	9 (8)	6			
	Bite	1d-3 cr	C	14 (No)				
	Kick	1d-2 cr	C,1	12 (No)				
	Punch	1d-3 cr	C	14 (11)				

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Blaster Pistol	3d (5) burn sur	5	300 / 900	3	200(3)	16	4	-2	1	3	[4,5]	2200	1.6
1	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	10	5	-1	-	4		30	.5

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
1	Antitoxin Kit		25	.5
1	Ballistic Vest (TL 8)	torso	400	2
2	Blaster Pistol (Ammunition)		20	1
1	Bug, Audio		200	0
1	Cell Phone		250	.25
1	Earplugs		.5	0
1	Electronic Lockpicks		1500	3
2	Handcuffs		80	1
1	Homing Beacon		40	0
1	Lockpicks		50	0
1	Mini First Aid Kit		100	.5
1	Nanobug		100	0
1	Satchel, Leather		200	3
1	Spy Camera		500	0

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[	150]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	32]
Disadvantages/Quirks	[	-53]
Skills/Techniques	[	56]
Other	[	]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
1	Small Knife						30	.5
	Swing	1d-3 cut	C, 1	10 (8)	5			
	Thrust	1d-3 imp	C	10 (8)	5	[1]		