

Character Sheet

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) = $2 \times ST$	_____
Light (1) = $4 \times ST$	_____
Med (2) = $6 \times ST$	_____
Hvy (3) = $12 \times ST$	_____
X-hvy (4) = $20 \times ST$	_____

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
= Move	Weapon/2	Shield/2

the first two years of life. The results suggest that the early environment may play a role in the development of the brain, particularly in the areas of language and social interaction. This finding has implications for the design of early childhood interventions and the importance of a supportive home environment.

BODY PROTECTION							
	Head	Body	Arms	Legs	Hands	Feet	ALL
PD							
DR							

OTHER PD	OTHER DR
Shield: _____	_____
_____	_____
_____	_____

[illegible]

SUMMARY		Point Total
Attributes:	_____	
Advantages:	_____	
Disadvantages:	_____	
Quirks:	_____	
Skills:	_____	
TOTAL		

GURPS®
Character Sheet

Name:

HAND WEAPONS & SKILLS

Table with 10 columns: Weapon, Damage, Type, Amount, Reach, ST, Notes, Parry, Pt. Cost, Level. Includes multiple empty rows for data entry.

RANGED WEAPONS & SKILLS

Table with 14 columns: Weapon, Damage, Malf, Type, Amount, SS, Acc, 1/2D, Max, Rof, Shots, ST, Rcl, Notes, Pt. Cost, Level. Includes multiple empty rows for data entry.

REACTION MODIFIERS

Appearance:
Status:

SPECIAL REACTION MODIFIERS

Reputation:

SPEED/RANGE TABLE

Table with 3 columns: Speed/Range Modifier, Size Modifier, Measurement (size or range/speed). Includes a note: 'For complete table, see p. B201'. Contains a full range of modifiers from +15 to -31.

CHARACTER STORY

Multiple empty lines for character story text.

WEAPONS AND POSSESSIONS

Table with 3 columns: Item, \$, Wt. Includes multiple empty rows for data entry and a Totals row at the bottom.

NOTES

Multiple empty lines for notes text.