			Player:								Date Created Se	
		Race:									Unspent Points	Р
ST FATIGUE									SKILLS	Pt	. Cost	
DX IQ		DAMAGE Thrust:										
		Swing:										
HT	ŀ	HITS TAKEN	ł									
		—										
Mvmt												
SWIM	(HT+DX))/4 Round off										
			1									_
ENCUMBRANCE MOVE None (0) = 2×ST Light (1) = 4×ST			Y PROTE			Hands	Feet	ALL				
Med (2) = 6×8	ST ST		PD DR									
ACTIVE DEF			OTHER	R PD		ОТН	IER DR					
DODGE	PARRY	BLOCK										
= Move	Weapon/2	Shield/2										
ADVANTAG	ES, DISAL	DVANTAGES A	ND QUIR	KS								
										SUMMAR	? Y	P
										Attributes: Advantages	s:	
										Disadvanta Quirks:	ges:	

GURP	Weapon	PONS & SKILLS Damage Type Amount Reach ST	Notes	Pa	arry Pt.	Cost Level	
Character Sheet							
lame:							
RANGED WEAPONS							
Weapon	Damage Malf Type Amou	nt SS Acc ½D Max Rof Shots	ST Rcl N	lotes	Pt.	Cost Level	
REACTION MODIFIERS Appearance:		SPECIAL REACTION MODIFIE Reputation:		SPEED/RANGE TABLE For complete table, see p. B201			
Status:				Speed/ Range Modifier	Size Modifier	Linear Measurement (size or range/speed)	
				+15 +14 +13 +12	-15 -14 -13 -12	1/10" 1/5" 1/3" 1/2"	
				+11 +10 +9 +8	-11 -10 -9 -8	2/3" 1" 1½" 2"	
CHARACTER STORY		WEAPONS AND POSSESSION Item \$	S Wt.	+7 +6 +5 +4	-7 -6 -5 -4	3" 6" 12" 1½ ft	
		тен ф		+3 +2 +1 0	-3 -2 -1 0	2 ft 1 yd 1½ yd 2 yd	
				-1 -2 -3 -4	+2 +2 +3 +4 +5	3 yd 4½ yd 7 yd 10 yd	
				-5 -6 -7 -8	+6 +7 +8	15 yd 20 yd 30 yd 45 yd	
				-9 -10 -11 -12	+9 +10 +11 +12	70 yd 100 yd 150 yd 200 yd	
NOTES				-13 -14 -15 -16	+13 +14 +15 +16	300 yd 450 yd 700 yd 1,000 yd	
				-17 -18 -19 -20	+17 +18 +19 +20	1,500 yd 2,000 yd 3,000 yd 4,500 yd	
				-21 -22 -23 -24	+21 +22 +23 +24	7,000 yd 10,000 yd 10 mi 15 mi	
		Totals: \$	Lbs.	-25 -31	+25 +31	20 mi 200 mi	

Totals: \$

Lbs.