GURPS CHARACTER SHEET

Name Caius Ambrosius Felixus **Player** Captain Foo **Point Total** 150

Ht 5'8" **Wt** 145 lbs **Size Modifier** +0 **Age** 38½ **Unspent Pts** 0

Appearance Male, Tall, Blonde, Handsome

					CURRENT	
ST	10	[0]	**HP**	10		[0]
DX	13	[60]	**WILL**	11		[0]
IQ	11	[20]	**PER**	11		[0]
HT	10	[0]	**FP**	10	CURRENT	[0]

Languages	Spoken	Written	
Latin	Native	Native	0

DR 0

TL: 5 0

Cultural Familiarities

Roman Empire 0

BASIC LIFT (ST x ST) / 5 20 **DAMAGE Thr** 1d-2 **Sw** 1d

BASIC SPEED 5.75 [0] **BASIC MOVE** 5 [0]

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

PARRY 10 Brawling

BLOCK 0

Reaction Modifiers

Appearance +1 from Appearance

Status 0

Reputation -1 from thin-skinned individuals

ADVANTAGES AND PERKS

Ambidexterity	5
Appearance (Attractive)	4
Combat Reflexes	15
High Pain Threshold	10

DISADVANTAGES AND QUIRKS

Duty (Posse; 15 or less); Extremely Hazardous	-20
Hard of Hearing	-10
Missing Finger (Ring, Left)	-2
Sleepwalker (12)	-5
Alcohol Intolerance; -2 to HT vs. alcohol	-1
Chauvinistic	-1
Dislikes White Horses	-1
Horrible Hangovers; Extra -3 from hangovers, +3 hours duration	-1

SKILLS

Name	Level	Relative Level	
Area Knowledge (Town)	11	(IQ+0)	1
Armoury/TL5 (Small Arms)	14	(IQ+3)	12
Brawling; Parry: 10	13	(DX+0)	1
Carpentry	11	(IQ+0)	1
Counterfeiting/TL5	10	(IQ-1)	2
Detect Lies	11	(Per+0)	4
Diplomacy	10	(IQ-1)	2
Driving/TL5 (Locomotive)	12	(DX-1)	1
Explosives/TL5 (Demolition)	12	(IQ+1)	4
*Fast-Draw (Pistol)	16	(DX+3)	4
Fast-Talk	12	(IQ+1)	4
First Aid/TL5	12	(IQ+1)	2
Forced Entry	13	(DX+0)	1
Guns/TL5 (Pistol)	17	(DX+4)	12
Guns/TL5 (Rifle)	14	(DX+1)	2
Guns/TL5 (Shotgun)	14	(DX+1)	2
Interrogation	12	(IQ+1)	4
Knife; Parry: 9	13	(DX+0)	1
Lasso	14	(DX+1)	4
Law (Roman)	10	(IQ-1)	2
Lockpicking/TL5	10	(IQ-1)	1
Riding (Horse)	14	(DX+1)	4
Scrounging	12	(Per+1)	2
Survival (Desert)	11	(Per+0)	2
Traps/TL5	11	(IQ+0)	2

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CHARACTER SHEET

Name Caius Ambrosius
Player Captain Foo

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Small Knife	1d-3 cut	C, 1	9		$30	0.50
	1d-3 imp	C	9			

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
Cartridge Rifle, .45	5d pi+	3	600/2000	1	1(4)	10	-6	3	3		$200	6
Lariat	spec.	0		1	T(spec.)	7	-2		4	[4]	$40	3
Revolver, .36	2d-1 pi	1	120/1300	1	6(3i)	10	-2	2	3		$150	2.5
Wheel-Lock Pistol, .60	1d+1 pi+	1	75/450	1	1(20)	10	-3	2	3		$200	3.3

SPEED/RANGE TABLE

For complete table, see p. 550

Speed/ Range Modifer	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

Item	Location	Cost	Weight
Leather Gloves (DR 2*)	Carried	$30	--
Areas covered: hands			
Leather Jacket (DR 1*)	Worn	$50	4
Areas covered: arms, torso; [1]			
Portable Tool Kit (Armoury)	On Person	$600	20
Basic equipment			
Portable Tool Kit (Explosives)	On Person	$600	20
Basic equipment			
Canteen	***On Person***	***$10***	***1***
Holds 1 quart			
	Totals:	$1,910	54.3 **Lbs.**

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[80]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[34]
Disadvantages/Quirks	[-41]
Skills/Techniques	[77]
Other	[0]