

GURPS®

CHARACTER SHEET

Name Alec Morton Player _____
 Appearance 5'9", 150 lbs, Age 20

Date Created
8/18/2005

Unspent Points
0

Sequence

Point Total
150

Pt. Cost

0 **ST 10**

30 **DX 13**

20 **IQ 13**

-10 **HT 10**

FATIGUE

DAMAGE
 Thrust: 1d-2
 Swing: 1d
 Punch: 1d-2
 Kick: 1d

HITS TAKEN

Mvmt

BASIC SPEED
5.75
(HT+DX)/4

MOVE
5
Basic - Enc

SWIM

1

ENCUMBRANCE

None (0) = 2 × ST 20 5 *

Light (1) = 4 × ST 40 4

Med (2) = 6 × ST 60 3

Hvy (3) = 12 × ST 120 2

X-hvy (4) = 20 × ST 200 1

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
5	8	4
= Move	Karate	Default

SKILLS

	Pts.	Level
Musical Instrument (Mouth)		
Harp	½	11
Free Fall/TL8	2	13
Beam Weapons/TL8		
(Electrolaser)	2	16
Fast-Draw	4	15
Karate	2	12
Parry: 8		
First Aid/TL8	½	13
Computer Operation/TL8	4	17
Electronics Operation/TL8		
(Communications)	2	14
Electronics Operation/TL8 (Security Systems)	2	14
Computer Programming/TL8	4	15
Fast-Talk	4	16
Intimidation	2	14
Savoir-Faire	2	15
Lockpicking/TL8	3	15
Stealth	2	13
Vacc Suit/TL8	2	14

BODY PROTECTION

	Head	Body	Arms	Legs	Hands	Feet	All
PD	0	0	0	0	0	0	0
DR	0	0	0	0	0	0	0

OTHER PD

OTHER DR

Pt. Cost

0 Intron Messengers

37 **Metanoia-series Upgrade**

10 Racial IQ +1

10 Racial HT +1

2 Language Talent +1

5 Disease-Resistant

5 Longevity

5 Versatile

0 Taboo Trait (Genetic Defects)

0 Taboo Trait (Unattractiveness)

3 **Microgravity Biochemistry Nanomod**

3 No Degeneration in Zero-G

5 Absolute Timing

10 Comfortable Wealth; Starting Wealth: \$60,000

33 Ally (Programmed) (101-150, 15 or less); Points: 101-150, 10

30 Eidetic Memory 1

-1 **Metanoia-series Upgrade**

-1 Imaginative

-15 Pacifism (Cannot Kill)

-5 Edgy; Fright Check: 11

-10 No Sense of Humor

-10 Selfless

-1 Believes in Fate

-1 Rolls eyes when annoyed

-1 Quiet

-1 Swears frequently

-1 Speaks very softly

SUMMARY

	Point Total
Attributes	40
Advantages	118
Disadvantages	-41
Quirks	-5
Skills	38
TOTAL	150