

# GURPS®

## CHARACTER SHEET

Name <u>Elena</u>	Player _____	Date Created 3/10/2005	Sequence
Appearance <u>5'7", 140 lbs, Age 35</u>		Unspent Points 0	Point Total 100

Pt. Cost -9	<b>ST 8</b>	<b>FATIGUE</b>
0	<b>DX 10</b>	<b>DAMAGE</b> Thrust: 1d-3 Swing: 1d-2 Punch: 1d-5 Kick: 1d-3
20	<b>IQ 14</b>	

0	<b>HT 14/1</b>	<b>HITS TAKEN</b>
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<b>Mvmt</b>	<b>BASIC SPEED</b> 0.00 <i>(HT+DX)/4</i>	<b>MOVE</b> 1 <i>Basic - Enc</i>
<b>SWIM</b>		
1		

<b>ENCUMBRANCE</b>	<b>MOVE</b>
<i>None (0) = 2 × ST</i> 16	0 *
<i>Light (1) = 4 × ST</i> 32	1
<i>Med (2) = 6 × ST</i> 48	1
<i>Hvy (3) = 12 × ST</i> 96	1
<i>X-hvy (4) = 20 × ST</i> 160	1

<b>ACTIVE DEFENSES</b>		
<b>DODGE</b>	<b>PARRY</b>	<b>BLOCK</b>
1	6	4
<i>= Move</i>	<i>Default</i>	<i>Default</i>

<b>BODY PROTECTION</b>							
	Head	Body	Arms	Legs	Hands	Feet	All
PD	0	0	0	0	0	0	0
DR	5	5	5	5	5	5	5

<b>OTHER PD</b>				<b>OTHER DR</b>			

<b>SKILLS</b>	<i>Pts.</i>	<i>Level</i>
Accounting	1	17*
Area Knowledge (LA)	2	15
Artificial Intelligence/TL8	4	14
Chemistry/TL8	2	13
Chinese (Mandarin)	4	15
Computer Hacking/TL8	2	15*
Computer Operation/TL8	6	17
Computer Programming/TL8	2	16*
Criminology/TL8	2	11*
Cryptanalysis/TL8	1	15*
Cryptography/TL8	1	12
Diagnosis/TL8	1	12
Driving/TL8	2	10
Forensics/TL8	2	13
Games	1	14
History (LA)	1	12
History (US Area)	2	13
Law	6	15
Law Enforcement	1	13
Mathematics	6	18*
Musical Instrument		
(Synthesized)	1	12
Research	6	16
Savoir-Faire	1	11*
Sign Language	1	13
Tactics/TL?? (Police)	2	13
Thai	4	15
Vietnamese	4	15

Pt. Cost	<b>ADVANTAGES, DISADVANTAGES AND QUIRKS</b>	
0	Complexity 4-6 tiny compact computer or Complexity 5-7 small compact computer.	20 Secret Communication (With implantee only, +0%)
0	Digital Mind	10 Special Rapport (One-way only, +0%)
0	Complexity 9	<b>147 LAI-09</b>
<b>202</b>	<b>Virtual Interface Implant</b>	20 Racial IQ +2
0	Racial ST +0	5 Composed; Fright Check: 18
45	Racial HT +4	20 Doesn't Sleep
4	Absolute Direction; Uses GPS: -20%	9 Eidetic Memory 1 (No Skill Bonus)
20	Doesn't Breathe	45 Enhanced Time Sense
15	DR 5 (??)	0 *Combat Reflexes; Fright Check: 18
<b>60</b>	<b>Machine Body</b>	13 Extra Life 1; Digital Backup: -50%
5	Absolute Timing	5 Lightning Calculator
10	Doesn't Eat or Drink	10 Mathematical Ability
10	High Pain Threshold	6 Strong Will +3 (Only for Visualization); Will: 14
10	Immunity to Disease	4 Unaging (IQ only, -75%); Percent: -75
15	Immunity to Poison	10 Visualization
5	Injury Tolerance (No Blood)	0 Taboo Trait (Mental Instability)
5	Injury Tolerance (No Neck)	<b>-23 Machine Body</b>
0	Taboo Trait (Physical Changes)	-3 Sterile
28	Radio Speech (Reduced range 2, -10%; Usable by implantee, +20%); Reduced Range: 2, -10%; Percent: 20	-20 Unhealing (healed by repairs) (Under certain conditions)
10	Radio Hearing	<b>-83 LAI-09</b>

<b>SUMMARY</b>		<i>Point Total</i>
<i>Attributes</i>		11
<i>Advantages</i>		349
<i>Disadvantages</i>		-326
<i>Quirks</i>		-2
<i>Skills</i>		68
<b>TOTAL</b>		100

