GURPS® CHARACTER SHEET

Name Roboto	Player
Appearance 5'7", 140 lbs, Age 32	

Date Created 3/10/2005	Sequence
Unspent Points 0	Point Total 100

Pt. Cost

Pt. Cost			
-9	**ST** 8	**FATIGUE**	
0	**DX** 10	**DAMAGE** Thrust: 1d-3 Swing: 1d-2 Punch: 1d-5 Kick: 1d-3	
30	**IQ** 14		
0	**HT** 14/1	**HITS TAKEN**	

Mvmt	**BASIC SPEED** 0.00 (HT+DX)/4	**MOVE** 1 Basic - Enc
SWIM 1		

ENCUMBRANCE / MOVE

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

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
1	6	4
= Move	Default	Default

BODY PROTECTION

	Head	Body	Arms	Legs	Hands	Feet	All
PD	0	0	0	0	0	0	0
DR	5	5	5	5	5	5	5

OTHER PD

OTHER DR

SKILLS

	Pts.	Level
Accounting	1	17*
Area Knowledge (Jovian System)	1	14
Area Knowledge (Mars)	2	15
Area Knowledge (Solar System)	4	16
Chinese (Cantonese)	1	15*
Chinese (Mandarin)	1	15*
Computer Hacking/TL8	2	15*
Computer Operation/TL8	6	17
Computer Programming/TL8	4	17*
Criminology/TL8	2	11*
Cryptography/TL8	2	13
Detect Lies	2	10*
Diagnosis/TL8	4	14
Driving/TL8	2	10
Electronics Operation/TL8 (Communications)	2	14
Electronics Operation/TL8 (Sensors)	2	14
Forensics/TL8	2	13
French	1	15*
German	1	15*
Go (Chinese Chess)	1	14
Japanese	1	15*
Law	2	13
Law Enforcement	2	14
Lip Reading	1	13
Mathematics	1	15*
Musical Instrument (Synthesized)	1	12
Physics/TL8	1	12
Piloting/TL8 (Vertol)	2	10
Research	2	14
Savoir-Faire	1	11*
Tactics/TL?? (Police)	2	13
Thai	1	15*
Tracking	2	14

ADVANTAGES, DISADVANTAGES AND QUIRKS

Pt. Cost

Pt. Cost	
0	Digital Mind
0	Complexity 8
0	Complexity 4-6 tiny compact computer or Complexity 5-7 small compact computer.
4	Language Talent +2
137	**LAI-08**
0	*Combat Reflexes; Fright Check: 18
5	Composed; Fright Check: 18
20	Doesn't Sleep
9	Eidetic Memory 1 (No Skill Bonus)
45	Enhanced Time Sense
13	Extra Life 1; Digital Backup: -50%
5	Lightning Calculator
10	Mathematical Ability
10	Racial IQ +1
6	Strong Will +3 (Only for Visualization); Will: 14
0	Taboo Trait (Mental Instability)
4	Unaging (IQ only, -75%); Percent: -75
10	Visualization
202	**Virtual Interface Implant**
4	Absolute Direction; Uses GPS: -20%
20	Doesn't Breathe

Pt. Cost	
15	DR 5 (??)
45	Racial HT +4
0	Racial ST +0
10	Radio Hearing
28	Radio Speech (Reduced range 2, -10%: Usable by implantee, +20%); Reduced Range: 2, -10%; Percent: 20
20	Secret Communication (With implantee only, +0%)
10	Special Rapport (One-way only, +0%)
60	**Machine Body**
5	Absolute Timing
10	Doesn't Eat or Drink
10	High Pain Threshold
10	Immunity to Disease
15	Immunity to Poison
5	Injury Tolerance (No Blood)
5	Injury Tolerance (No Neck)
0	Taboo Trait (Physical Changes)
-83	**LAI-08**
-1	Attentive
-1	Broad-Minded
-5	Hidebound

SUMMARY

	Point Total
Attributes	21
Advantages	343
Disadvantages	-326
Quirks	0
Skills	62
TOTAL	100

	ADVANTAGES, DISADVANTAGES AND	SKILLS	Pts.	Level	SKILLS	Pts.	Level
-10	Honesty						
-15	Low Empathy						
-25	Poverty; Starting Wealth: $0						
-25	Reprogrammable Duty						
-1	Staid						
-23	***Machine Body***						
-3	Sterile						
-20	Unhealing (healed by repairs) (Under certain conditions)						
-1...	***Virtual Interface Implant***						
-35	Lame (Wearable)						
-50	No Manipulators						
-30	Parasite (Specific Race)						
-65	Reduced Hit Points -13						
-10	Social Stigma 2 (Valuable Property)						
-15	Pacifism (Self-Defense Only)						
-15	Trickster						