GURPS®
CHARACTER SHEET

Name: Zatana
Player: _____

Appearance: 5'7", 140 lbs, Age 28

Date Created: 3/10/2005
Sequence:

Unspent Points: 0
Point Total: 75

Pt. Cost		
-9	**ST**	8

FATIGUE

Pt. Cost		
0	**DX**	10

DAMAGE
Thrust: 1d-3
Swing: 1d-2
Punch: 1d-5
Kick: 1d-3

Pt. Cost		
20	**IQ**	13

Pt. Cost		
0	**HT**	14/1

HITS TAKEN

Mvmt

BASIC SPEED	MOVE
0.00	1
(HT+DX)/4	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	2	17*
Administration	4	14
Area Knowledge (Silas Duncan)	4	15
Chess	2	14
Chinese (Mandarin)	4	14
Computer Operation/TL8	4	15
Computer Programming/TL8	1	14*
Criminology/TL8	4	11*
Cryptography/TL8	4	13
Dancing	1	9
Driving/TL8	2	10
French	1	12
German	2	13
Law	4	13
Law Enforcement	4	14
Lip Reading	2	13
Mathematics	1	14*
Musical Instrument (Synthesized)	1	11
Research	4	14
Savoir-Faire	2	11*

ADVANTAGES, DISADVANTAGES AND QUIRKS

Pt. Cost	
0	Digital Mind
0	Complexity 8
0	Complexity 4-6 tiny compact computer or Complexity 5-7 small compact computer.
137	**LAI-08**
10	Racial IQ +1
5	Composed; Fright Check: 17
20	Doesn't Sleep
9	Eidetic Memory 1 (No Skill Bonus)
45	Enhanced Time Sense
0	*Combat Reflexes; Fright Check: 17
13	Extra Life 1; Digital Backup: -50%
5	Lightning Calculator
10	Mathematical Ability
6	Strong Will +3 (Only for Visualization); Will: 13
4	Unaging (IQ only, -75%); Percent: -75
10	Visualization
0	Taboo Trait (Mental Instability)
202	**Virtual Interface Implant**
0	Racial ST +0
45	Racial HT +4
4	Absolute Direction; Uses GPS: -20%
20	Doesn't Breathe
15	DR 5 (??)
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)
28	Radio Speech (Reduced range 2, -10%: Usable by implantee, +20%); Reduced Range: 2, -10%; Percent: 20
10	Radio Hearing
20	Secret Communication (With implantee only, +0%)
10	Special Rapport (One-way only, +0%)
-83	**LAI-08**
-1	Attentive
-1	Broad-Minded
-5	Hidebound
-10	Honesty

SUMMARY

	Point Total
Attributes	11
Advantages	339
Disadvantages	-326
Quirks	-2
Skills	53
TOTAL	75

	ADVANTAGES, DISADVANTAGES AND	SKILLS	Pts.	Level	SKILLS	Pts.	Level
-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						
-1	Speaks very softly						
-1	Nosy						