

# GURPS®

## CHARACTER SHEET

Name <u>Micheal Bishop</u> Player _____	Date Created 3/8/2005	Sequence
Appearance <u>5'11", 160 lbs, Age 30</u>	Unspent Points 0	Point Total 200

Pt. Cost 20	<b>ST</b> 12	<b>FATIGUE</b> 13
30	<b>DX</b> 13	<b>DAMAGE</b> Thrust: 1d-1 Swing: 1d+2 Punch: 1d-3 Kick: 1d-1
30	<b>IQ</b> 14	
10	<b>HT</b> 12	<b>HITS TAKEN</b>
	<b>Mvmt</b>	<b>BASIC SPEED</b> 6.25 <i>(HT+DX)/4</i>
		<b>MOVE</b> 6 <i>Basic - Enc</i>
	<b>SWIM</b>	
	1	
	<b>ENCUMBRANCE</b>	<b>MOVE</b>
	<i>None (0) = 2 × ST</i> 24	6 *
	<i>Light (1) = 4 × ST</i> 48	5
	<i>Med (2) = 6 × ST</i> 72	4
	<i>Hvy (3) = 12 × ST</i> 144	3
	<i>X-hvy (4) = 20 × ST</i> 240	2
	<b>ACTIVE DEFENSES</b>	
	<b>DODGE</b>	<b>BLOCK</b>
	6	4
	<i>= Move</i>	<i>Default</i>

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

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

<b>SKILLS</b>	<i>Pts.</i>	<i>Level</i>
Area Knowledge (Silas)	1	14
Armoury/TL8 (Small Arms)	1	13
Artificial Intelligence/TL8	2	13
Beam Weapons/TL8		
(Electrolaser)	2	16
Chess	1	14
Computer Hacking/TL8	1	11
Computer Operation/TL8	4	16
Computer Programming/TL8	2	13
Cooking	1	14
Dancing	2	13
Detect Lies	1	12
Diplomacy	2	13
Driving/TL8 (Automobile)	2	13
Economics	1	12
Electronics Operation/TL8		
(Communications)	2	14
Fast-Talk	2	14
First Aid/TL8	2	15
Free Fall/TL8	2	15*
Guns/TL8 (Pistol)	2	16
Interrogation	2	14
Intimidation	1	13
Law	6	15
Law Enforcement	4	15
Leadership	2	14
Musical Instrument (Piano)	1	12
Piloting/TL8 (Low-Performance		
Spacecraft)	1	13*
Piloting/TL8 (Vertol)	1	13*
Savoir-Faire	1	15
Stealth	1	12
Streetwise	1	13
Tactics/TL?? (Police)	2	13
Vacc Suit/TL8	2	14

Pt. Cost	<b>ADVANTAGES, DISADVANTAGES AND QUIRKS</b>	
9	<b>Boosted Heart Biomod</b>	(51-75, 15 or less); Points: 51-75, 4
3	Extra Fatigue +1	4 Contacts (Ceres Mutual) (Skill 21, 9 or less, Somewhat Reliable)
6	Hard to Kill 1 (Bonus also applies to Aging rolls and rolls to avoid heart attacks, +20%; Note: +1 to HT for Survival Rolls; Percent: 20)	15 Danger Sense
2	<b>Flesh Pockets Biomod</b>	1 Favor: Contact (Avatar Klustercorp) (Skill 15, 9 or less, Somewhat Reliable)
2	Flesh Pockets 2 (1 lb. capacity) (??)	1 Favor: Contact (Gypsy Angels) (Skill 18, 9 or less, Somewhat Reliable)
37	<b>Metanoia-series Upgrade</b>	15 Reputation +3; Reaction: +3
5	Disease-Resistant	0 *Status 1
2	Language Talent +1	20 Wealthy; Starting Wealth: \$150,000
5	Longevity	<b>-1 Metanoia-series Upgrade</b>
10	Racial HT +1	-1 Imaginative
10	Racial IQ +1	-5 Code of Honor (Personal)
0	Taboo Trait (Genetic Defects)	-5 Code of Honor (CBA)
0	Taboo Trait (Unattractiveness)	-10 Enemy (Judge Edward Monti)
5	Versatile	-10 Enemy (Lars Elric)
3	<b>Microgravity Biochemistry Nanomod</b>	-5 Enemy (Samuel Elric)
3	No Degeneration in Zero-G	-5 Flashbacks
10	3D Spatial Sense	-5 Intolerance (Lawbreaking)
5	Absolute Direction	-15 On the Edge
5	Absolute Timing	-5 Post-Combat Shakes
12	Ally (Programmed) VII Infomorph: Zatana	-10 Sense of Duty

<b>SUMMARY</b>	<i>Point Total</i>
Attributes	90
Advantages	139
Disadvantages	-81
Quirks	-6
Skills	58
<b>TOTAL</b>	<b>200</b>

