

GURPS®

PRIME DIRECTIVE

CHARACTER SHEET

NAME:		PLAYER:	
RACE/SPECIES:	GOVERNMENT:	DATE CREATED	SEQUENCE
RANK:	SERVICE:	UNSPENT POINTS	POINT TOTAL

APPEARANCE:

ST	FATIGUE
-----------	---------

DX	DAMAGE
IQ	
HT	

THRUST	
SWING	
KICK	

HT	HITS TAKEN
-----------	------------

PRO REP	HEROIC REP	SENIORITY

MVMT	BASIC SPEED	MOVE
	(HT+DX)/4	ROUND OFF

ENCUMBRANCE

NONE (0) 2 x ST _____

LIGHT (1) 4 x ST _____

MED (2) 6 x ST _____

HVY (3) 12 x ST _____

X-HVY (4) 20 x ST _____

BODY PROTECTION

HEAD BODY ARMS LEGS HANDS FEET ALL

PD	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
DR	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

OTHER PROTECTION:

ACTIVE DEFENSES

DODGE	PARRY	BLOCK
MOVE	WEAPON/2	SHIELD/2

SKILLS PT COST LEVEL

ADVANTAGES, DISADVANTAGES AND QUIRKS

SUMMARY POINT TOTAL

ATTRIBUTES _____

ADVANTAGES _____

DISADVANTAGES _____

QUIRKS _____

SKILLS _____

TOTAL _____

The purchaser of this book may photocopy pages 175-176 for his own use but not for resale.

GURPS[®]

PRIME DIRECTIVE

CHARACTER SHEET

PAGE 002

NAME: _____

HAND WEAPONS		DAMAGE				REACH	ST	NOTES	PARRY	LEVEL
WEAPON		TYPE	AMOUNT							

RANGED WEAPONS		DAMAGE												LEVEL	
WEAPON		MALF	TYPE	AMOUNT	SS	ACC	1/2D	MAX	RoF	SHOTS	ST	RCL	NOTES		

REACTION MODIFIERS
APPEARANCE: _____
STATUS: _____

SPECIAL REACTION MODIFIERS
REPUTATION: _____
MEDALS: _____

SPEED/RANGE TABLE

SPEED/ RANGE MODIFIER	SIZE MODIFIER	LINEAR (SIZE OR RANGE/SPEED)
+15	-15	0.1"
+14	-14	0.2"
+13	-13	0.33"
+12	-12	0.5"
+11	-11	0.67"
+10	-10	1"
+9	-9	1.5"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1.5 ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1.5 yd
0	0	2 yd
-1	+1	3 yd
-2	+2	4.5 yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd

CHARACTER STORY
BELIEFS & GOALS: _____

WEAPONS AND POSSESSIONS			
ITEM		\$	wt.

NOTES

The purchaser of this book may photocopy pages 175-176 for his own use but not for resale.

Copyright © 2002 Amarillo Design Bureau, Inc.
and Steve Jackson Games