



Name **Cody Mendel**
 Ht **Wt**
 Appearance

Player
 Size Modifier **0** Age

Point Total **125**
 Unspent Pts **0**

CHARACTER SHEET

| | | | | | | |
|-----------|-----------|---------|-------------|-----------|---------|-------|
| ST | 9 | [-10] | HP | 9 | CURRENT | [0] |
| | | | | | | |
| DX | 10 | [0] | Will | 14 | | [0] |
| | | | | | | |
| IQ | 14 | [80] | Per | 14 | CURRENT | [0] |
| | | | | | | |
| HT | 9 | [-10] | FP | 9 | | [0] |
| | | | | | | |

| Languages | Spoken | Written |
|-----------|--------|---------|
| | | [] |
| | | [] |
| | | [] |
| | | [] |

| | | |
|-----------|------------------------|-------|
| DR | TL: 8 | [0] |
| 0 | Cultural Familiarities | [] |
| Torso | | [] |

BASIC LIFT (ST>ST)/5 **16** DAMAGE Thr **1d-2** Sw **1d-1**
 BASIC SPEED **4.75** [0] BASIC MOVE **4** [0]

| ENCUMBRANCE | MOVE | DODGE |
|----------------------------------|-------------------|-------------------|
| None (0) = BL 16 | BM × 1 4 | Dodge 7 |
| Light (1) = 2 × BL 32 | BM × 0.8 3 | Dodge -1 6 |
| Medium (2) = 3 × BL 48 | BM × 0.6 2 | Dodge -2 5 |
| Heavy (3) = 6 × BL 96 | BM × 0.4 1 | Dodge -3 4 |
| X-Heavy (4) = 10 × BL 160 | BM × 0.2 1 | Dodge -4 3 |

| | |
|--------------|---|
| Parry | Reaction Modifiers |
| 8 | |
| DX | Appearance: |
| Block | Status: +6 |
| 6 | <i>Includes: +4 from 'Status (+4; CEO; +2 from wealth, -10), +2 from 'Wealth (Multimillionaire 1)'. Other: +0</i> |
| DX | <i>Includes: +0 from 'Diplomacy'. Conditional: +1 from 'Workaholic', -1 from 'Workaholic'.</i> |

| ADVANTAGES AND PERKS | |
|--|--------|
| Ally Group (100% of starting points; My Personal Staff; 9 or less, *1) | [5] |
| Status (+4; CEO; +2 from wealth, -10) <i>Includes: +0 from 'Wealth (Multimillionaire 1)'</i> | [10] |
| Wealth (Multimillionaire 1) | [75] |
| Dabbler (Physics def+1, Mathematics def+1, Geology def+1, Astronomy def+1, Biology def+1, Meteorology def+1, Engineer def+1, Naturalist def+1) | [1] |
| License (Fantastic Tax Breaks) | [1] |

| SKILLS | | | |
|------------------------------------|-------|----------|--------|
| Skill | Level | Relative | Points |
| Accounting | 12 | IQ-2 | [1] |
| Administration | 13 | IQ-1 | [1] |
| Chemistry/TL8 | 13 | IQ-1 | [2] |
| Connoisseur (Cigars) | 13 | IQ-1 | [1] |
| Diplomacy | 12 | IQ-2 | [1] |
| Driving/TL8 (Automobile) | 10 | DX+0 | [1] |
| Hazardous Materials/TL8 (Chemical) | 13 | IQ-1 | [1] |
| Leadership | 15 | IQ+1 | [4] |
| Observation | 13 | Per-1 | [1] |
| Prospecting/TL8 (Oil) | 14 | IQ+0 | [1] |
| Research/TL8 | 13 | IQ-1 | [1] |
| Savoir-Faire (High Society) | 14 | IQ+0 | [1] |
| Throwing | 11 | DX+1 | [4] |
| Writing | 13 | IQ-1 | [1] |

| DISADVANTAGES AND QUIRKS | |
|--|---------|
| Addiction (Cheap; Tobacco; Highly addictive, -5; Legal, +5) | [-5] |
| Dependent (No more than 50%; Own Father; 9 or less, *1; Loved one, *2) | [-10] |
| Duty (12 or less (quite often); My Corporation; Nonhazardous, +5) | [-5] |
| Enemy (Less powerful than the PC; Own Father; 12 or less, *2; Rival, *1/2) | [-5] |
| Greed (12 or less, *1) | [-15] |
| Overweight | [-1] |
| Workaholic | [-5] |
| Coffee Headaches | [-1] |
| Fiercely Anti-Communist | [-1] |

| HAND WEAPONS | | | | | | | Cost | Weight |
|---|-----------|---------|-------|----|-------|--|------|--------|
| Qty Weapon | Lvl (Pry) | Damage | Reach | ST | Notes | | | |
| Bite | 10 (No) | 1d-3 cr | C | | [1] | | | |
| Kick | 8 (No) | 1d-2 cr | C,1 | | [1] | | | |
| Punch | 10 (8) | 1d-3 cr | C | | [1] | | | |
| NOTES | | | | | | | | |
| [1] Brawling (p. B182) increases all unarmed damage; Claws (p. B42) and Karate (p. B203) improve damage with punches and kicks (Claws don't affect damage with brass knuckles or boots); and Boxing (p. B182) improves punching damage. | | | | | | | | |

| RANGED WEAPONS | | | | | | | | | | | Cost | Weight |
|----------------|-----|--------|-----|-------|-----|-------|----|------|-----|-------|------|--------|
| Qty Weapon | Lvl | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Notes | | |

SPEED/RANGE TABLE
For complete table, see p. 550.

| Speed/Range Modifier | Linear Measurement (range/speed) |
|----------------------|----------------------------------|
| 0 | 2 yd or less |
| -1 | 3 yd |
| -2 | 5 yd |
| -3 | 7 yd |
| -4 | 10 yd |
| -5 | 15 yd |
| -6 | 20 yd |
| -7 | 30 yd |
| -8 | 50 yd |
| -9 | 70 yd |
| -10 | 100 yd |
| -11 | 150 yd |
| -12 | 200 yd |
| -13 | 300 yd |
| -14 | 500 yd |
| -15 | 700 yd |

HIT LOCATION

| Modifier | Location |
|----------|----------|
| 0 | Torso |
| -2 | Arm/Leg |
| -3 | Groin |
| -4 | Hand |
| -5 | Face |
| -5 | Neck |
| -7 | Skull |

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

| Qty Item | Location | Cost | Weight |
|--------------------|----------|------|--------|
| Totals: 0 0 | | | |

CHARACTER NOTES

| POINTS SUMMARY | |
|--|---------|
| Attributes/Secondary Characteristics | [60] |
| Advantages/Perks/TL/Languages/Cultural Familiarity | [92] |
| Disadvantages/Quirks | [-48] |
| Skills/Techniques/Spells | [21] |
| Other | [] |