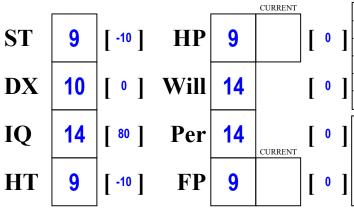
Player Size Modifier 0

Point Total Unspent Pts

125 0

CHARACTER SHEET



Languages		Spoken	Written	•	
				[]
				[]
				[
				[]
				[
DR	TL: 8			[()]
	Cultural Familia	rities			
0				[

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

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

Parry **Reaction Modifiers**

Age

8 Appearance: Status: +6

Torso

6

DX Block

Includes: +4 from 'Status (+4; CEO; +2 from wealth, -10)', +2 from 'Wealth (Multimillionaire 1)'.

Other: +0

Includes: +0 from 'Diplomacy'. Conditional: +1 from 'Workaholic', -1 from 'Workaholic'.

ADVANTAGES AND PERKS		
Ally Group (100% of starting points; My Personal Staff; 9 or	5]
less, *1)		
Status (+4; CEO; +2 from wealth, -10)	10]
Includes: +0 from 'Wealth (Multimillionaire 1)'	 	
Wealth (Multimillionaire 1)	 75]
Dabbler (Physics def+1, Mathematics def+1, Geology def+1, [1]
Astronomy def+1, Biology def+1, Meteorology def+1, Engineer		
def+1, Naturalist def+1)	 	
License (Fantastic Tax Breaks)	1]
DISADVANTAGES AND QUIRKS		
Addiction (Cheap; Tobacco; Highly addictive, -5; Legal, +5)	-5]
Dependent (No more than 50%; Own Father; 9 or less, *1;	-10]
Loved one, *2)		
Duty (12 or less (quite often); My Corporation; Nonhazardous, [-5]
+5)		
Enemy (Less powerful than the PC; Own Father; 12 or less, *2; [-5]
Rival, *1/2)		
Greed (12 or less, *1)	-15]
Overweight	-1	1
Workaholic	 -5]
Coffee Headaches [-1	ĵ
Fiercely Anti-Communist [-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]					

HAND WEAPONS			_					
Qty Weapon		Lvl (Pry)	Damage	Reach	ST	Notes	Cost	Weight
Bite Kick		10 (No) 8 (No)	1d-3 cr 1d-2 cr	C,1		[1] [1]		
Punch		10 (8)	1d-3 cr	<u>C</u>		<u></u> [1]		
NOTES	1.1 (1)	, ,			,			
[1] Brawling (p. B182) increases all us (Claws don't affect damage with brass					iches ar	nd kicks		
RANGED WEAPONS							i ——	
Qty Weapon Lvl	Damage A	cc Range	RoF Shots	ST Bu	lk Ro	cl Notes	Cost	Weight
SPEED/RANGE TABLE	HIT LOCATION	ARMOR & PO	SSESSIONS				i ——	
For complete table, see p. 550.	Modifier Location	- 11			Lo	ocation	Cost	Weight
Speed/ Linear	0 Torso							
Range Measurement	-2 Arm/Leg	y						
Modifier (range/speed) 0 2 yd or less	-3 Groin -4 Hand							
-1 3 yd	-4 Hand -5 Face -5 Neck							
-2 5 yd	-5 Neck							
	-7 Skull							
-4 10 yd -5 15 yd	Imp or Pi attacks can							
-6 20 yd -7 30 yd	target vitals at -3 or eyes at -9.							
-7 30 yd	9,00 00 9.	<u> </u>						
-8 50 yd -9 70 yd	This sheet printed from GURPS	; []						
-10 100 yd	Character Assistant. This and other GURPS forms may also be	e						
-11 150 yd	downloaded at www.sjgames.c \gurps\resources.	om						
-12 200 yd								
-13 300 yd -14 500 yd	Copyright © 2004 Steve Jackso Games Incorporated. All rights	n						
-15 700 yd	reserved.							
CHARACTER NOTES		=						
		-						
POINTS SUMMARY								
Attributes/Secondary Characteri								
Advantages/Perks/TL/Language	es/Cultural [92	2						
Familiarity Disadvantages/Quirks	[-4	 8 1						
Skills/Techniques/Spells	[2]							
Other	[Totals	10	0
	L					1 Otals	• <u>u</u>	U