GURPS

Your Character's Name: Hector Bruna   **Player:**

Description: The Gifted Univision Engineer, Tinkerer, and Outdoorsman No One Talks To.

Your Basic Attributes:

ST: Strength. Your physical power and bulk. — **9**

DX: Dexterity. Your agility, motor control, and coordination. — **11**

IQ: Intelligence. Brainpower, creativity, reason, and memory. — **11**

HT: Health. Hardiness, vitality, stamina, endurance, resistance to injury/poison/disease. — **11**

Your Secondary Attributes (derived from Basic):

9 is now **HP: Hit Points**. Your ability to take damage.

5 **MOVE: Move**. How fast you travel in one second (in yards).

11 **WILL: Will Power**. Ability to resist temptation and fear.

11 **PER: Perception**. All of the body's senses.

11 is now **FP: Fatigue Points**. How hard it is to exhaust you.

-2 **Reaction Modifier.** To you by others.

Things That Describe You:

(+) Advantages: talents, resources, & abilities
(−) Disadvantages: limitations (role-play these!)

+Talent (Electronics/Computer Whiz)
+Gizmo x 3
+Quick Gadgeteer (Solder & Duct Tape)
+Mathematical Intuition
+Fantastic Concentration
+Versatile/Imaginative
+Efficient/Faster (Engineering, Electronics)

-Clueless
-Loner-12
-Oblivious
-Easy to Read
-Shyness (Severe)
-Pacifism (Can't Harm Innocents)
-Bad Sight (Nearsighted; Glasses)

Notable Equipment (except weapons)

Cash on hand: $1,850

Portable Electronics Repair Kit
Portable Electrician's Tools
Taser Reloads x 2
Favorite Pink Multimeter

Things I Can Do:

Attacks and Weapons

Kick-9 1d-2 cr
Punch/Bite-11 1d-3 cr

Taser-15 1d-3 pi- [5 shots] (*)

(*) On a failed HT-3 roll, victim is stunned for 20-HT seconds, and can then roll HT-3 to recover

Skills

Computer (Operate/Program/Hack)-15/13/12
Media & Comms (Operate/Repair)-14/14
Engineer (Electrical or Electronics)-15
Mathematics (Applied)-13
Electrician-14
Driving (Motorcycle)-11
Climbing-12
First Aid-11
Hiking-11
Knot-Tying-12
Scrounging-11
Survival (Mountain)-11
Throwing-12
Guns (Pistol)-15 (for taser)
Spanish (Fluent)

Defense:

Dodge	Block	Parry
8	6	8

DR: Damage Resistance.

Three Basic Game Concepts to Know:

More Details**:**

❶ Success Roll (Can I do this?) 🦾🎓

NOTE: Rolling **low** numbers is good. | *(It's called "roll under.")*

With *any* skill level at all, doing very easy things is automatic. Otherwise, **roll 3 ordinary dice** against your skill or attribute. Ordinary tasks succeed if you roll *equal to or less than* your skill level. No matter what number you're trying for, a roll of 3 or 4 is always a success and a roll of 17 or 18 is always a failure.

Modifiers: Harder tasks have penalties (-): subtract these from the level before rolling. (*You may* WANT *to make a task harder.)* In contrast, easier tasks have bonuses (+) that are added. *(You can get bonuses by changing how you do the task.)* You or the GM suggest modifiers, then the GM decides.

Contests: When competing with someone else, both people roll and the one who succeeds by the largest margin wins.

Criticals: If you roll very low or high you succeeded or failed *spectacularly*. This is called a *critical* success or failure.

❷ Combat (Did I hit him?) 💥

NOTE: Rolling **low** numbers to hit/dodge is good.

To attack make three rolls: *(The first two are success rolls.)*
(1.) Attacker rolls **3 dice** against the weapon skill **to hit**.
(2.) Defender rolls against **Dodge**, **Block**, or **Parry** to avoid.
(3.) If the attacker succeeded and the defender failed, the attacker rolls the dice listed under **damage** for that weapon.

NOTE: Rolling **high** numbers for damage is good.

Before applying damage, the defender subtracts any **Damage Resistance** (DR) due to armor, cover, etc. Next, certain types and locations of damage have multipliers (for instance, if you are *impaled*, damage is x2). Finally, the victim subtracts the total from their current **HP (hit points)**.

The GM may state further effects (e.g., victim is knocked down).

❸ Reactions (Do they like me?) 😇

NOTE: Having **positive** bonuses is good.

When you meet an **NPC**, or ask one for a favor, the GM makes a reaction roll **in secret** using a table of reactions. (*Players do not make reaction rolls.)* The higher the roll, the friendlier the reaction.

Influence Skills: You can ask to try your influence skill instead to get a better reaction: e.g., Fast-Talk, Sex Appeal, Streetwise, Diplomacy, Savoir-Faire, Intimidation... *(Note that players can't make influence rolls vs. other players: role-play it!)*

Reaction Modifier: **Advantages** (+) and **disadvantages** (-) give a bonus or penalty: Charisma, Appearance, Reputation…

(Only the GM sees reaction rolls, so watch out! A "friendly" positive reaction might also be a negative reaction so strong that they're lying.)

Levels (Am I any good?) 🦾🎓

This level…	*…in an* **Attribute** *is:*	*…in a* **Skill** *is:*	*Chance of success:*
≤4			1-2%
5			5%
6	debilitating		9%
7	poor		16%
8	below average	untrained	26%
9		novice	38%
10	average		50%
11	above average		63%
12		professional	74%
13	exceptional		84%
14		expert	91%
15	astonishing		96%
16			99%
≥17		master	99%

Criticals (Wow, that's BAD!) ☠️

Roll…	*…and this is:*
3, 4	always a critical success
5	a critical success if effective skill is 15+
6	a critical success if effective skill is 16+
…	
10+ skill	a critical failure
17	a critical failure if effective skill is 15 or less
18	always a critical failure

Damage (Am I dead yet?) 💔 🛏️

This level…	*…of your* **Fatigue Points (FP):**	*…of your* **Hit Points (HP):**
≤ 1/3	very tired and slow	reeling and slow
0 or less	exhausted, immobile	serious wounds/K.O.
-1x	unconscious, hurt	dying/chance of death
-5x		immediate death

Fright Checks (Are We Scared?) 🧠

Terrifying events require a success roll against **Will** called a fright check. A roll of *14 or more always fails* a fright check, no matter the modifiers used. (This is called the **Rule of 14**.) The GM looks up the consequences of a failed fright check.