GURPS
CHARACTER SHEET

Name Jenn Purley
Ht 5'8"   Wt 145

Player Size Modifier 0
Age 25

Point Total 152
Unspent Points 0

Appearance   dark brown hair, with an unmemorable but not displeasing look

ST	11	[10]	HP	11	CURRENT	[0]
DX	13	[60]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	10	[0]	FP	10	CURRENT	[0]

BASIC LIFT   24   DAMAGE Thr 1d-1   Sw 1d+1
BASIC SPEED 6 [5] BASIC MOVE 6 [0]

ENCUMBRANCE / MOVE / DODGE

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	24	BM x 1	6	Dodge	11
Light (1) = 2 x BL	48	BM x 0.8	4	Dodge - 1	10
Medium (2) = 3 x BL	**72**	**BM x 0.6**	**3**	**Dodge - 2**	**9**
Heavy (3) = 6 x BL	144	BM x 0.4	2	Dodge - 3	8
X-Heavy (4) = 10 x BL	240	BM x 0.2	1	Dodge - 4	7

ADVANTAGES AND PERKS

Acute Vision 1	[2]
Animal Empathy	[5]
Animal Friend 1	[5]
Combat Reflexes	[15]
Enhanced Dodge 1	[15]
Hard to Subdue 1	[2]
High Pain Threshold	[10]
Signature Gear (Sniper Rifle) 1	[1]
Versatile	[5]
Follow-Through Shtick (Guns [Rifle])	[1]

DISADVANTAGES AND QUIRKS

Clueless	[-10]
Code of Honor (Mercenary's: Keeps their word, stays bought, stands by their friends)	[-5]
Enemy (Homeworld Government) (More powerful than the PC) (6 or less)	[-10]
Flashbacks (Mild)	[-5]
Loner (12 or less)	[-5]
Oblivious	[-5]
Overconfidence (12 or less)	[-5]
Pacifism (Cannot Harm Innocents)	[-10]
Sense of Duty (Animals) (Small Group)	[-5]
Shyness (Mild)	[-5]
Wealth (Ran Away With What She Could Carry) (Struggling)	[-10]
Clean freak	[-1]
Cynical	[-1]
Disciplined	[-1]
Dislikes haste -- takes her time and does it right	[-1]
Habitual eavesdropper	[-1]

Languages

Languages	Spoken	Written	
Imperial (Native Language)	(Native)	()	[0]

DR	
0	**TL:** 11 [0] **Cultural Familiarities** Imperial (Native) [0]

PARRY	
10	
DX	

BLOCK	
8	
DX	

Reaction Modifiers

Appearance:
Status: +0
Other: -2; *Includes:* -2 from 'Clueless'
Conditional: +2 from 'Sense of Duty (Animals)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +1 from 'Animal Friend' when All ordinary animals

SKILLS

Name	Level	Relative Level	
Animal Handling (Equines)	12	IQ+0	[1]
Includes: +1 from 'Animal Friend'			
Armoury/TL11 (Body Armor)	11	IQ-1	[1]
Brawling	13	DX+0	[1]
Climbing	13	DX+0	[2]
Computer Operation/TL11	12	IQ+0	[1]
Electronics Operation/TL11 (Communications)	11	IQ-1	[1]
Electronics Operation/TL11 (Sensors)	11	IQ-1	[1]
Farming/TL11	11	IQ-1	[1]
First Aid/TL11 (Human)	12	IQ+0	[1]
Conditional: +1 from 'First Aid Kit'			
Forward Observer/TL11	11	IQ-1	[1]
Gesture	12	IQ+0	[1]
Gunner/TL11 (Missiles)	15	DX+2	[4]
Guns/TL11 (Pistol)	17	DX+4	[0]
Guns/TL11 (Rifle)	19	DX+6	[20]
Knife	14	DX+1	[2]
Knot-Tying	13	DX+0	[1]
Lip Reading (Human)	12	Per+0	[2]
Observation	13	Per+1	[2]
Includes: +1 from 'Acute Vision'			
Packing (Animals)	12	IQ+0	[1]
Includes: +1 from 'Animal Friend'			
Riding (Equines)	13	DX+0	[1]
Includes: +1 from 'Animal Friend'			
Savoir-Faire (Military)	6	IQ-6	[1]
Includes: -1 from 'Shyness', -1 from 'Oblivious', -4 from 'Clueless'			
Soldier/TL11	13	IQ+1	[4]
Stealth	13	DX+0	[2]
Tactics	11	IQ-1	[2]
Teamster (Equines)	12	IQ+0	[1]
Includes: +1 from 'Animal Friend'			
Throwing	12	DX-1	[1]
Veterinary/TL11 (Equines)	11	IQ-1	[1]
Includes: +1 from 'Animal Friend'			

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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d-2 cr	C	13 (10)			
	Bite	1d-2 cr	C	13 (No)			
	Kick	1d-1 cr	C,1	11 (No)			
1	Commando Knife					40	1
	Swing	1d-1 cut	C,1	14 (10) 6			
	Thrust	1d-1 imp	C	14 (10) 6	[1]		

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
2	Colored Smoke Grenade	spec. (2yd.)		38			12				3	[2,4]	20	2
1	Colt Government, .45 ACP	2d pi+	2	150 / 1600	3	7+1(3)	17	10	-2	3	3		850	2.8
1	Commando Knife	1d-1 imp	0	9 / 17	1	T(1)	9	6	-2		4		40	1
1	Sniper Rifle, .338 (Enhanced Targeting Scope +4)												10600	19.5
	w/o Bipod	9d+1 pi	10+3	1500 / 5500	1	4+1(3)	19	11B†	-6	4	3			
	w/ Bipod	9d+1 pi	10+3	1500 / 5500	1	4+1(3)	19	8B†	-6	4	3			

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.

ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	_cash on hand		82	0
1	Assault Boots (TL11)	feet	150	3
1	First Aid Kit		50	2
1	Knee Pads		30	.5
1	Military Field Uniform (Undress, Woodland Camo)		90	0
2	Pistol, .45 (Ammunition)		24	1.2
1	Professional Climbing Kit (harness, ascender, descender, fasteners, accessories, and 100 yds of 3/8" line)		400	26
4	Sniper Rifle, .388 (Ammunition)		64	3.2

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[	115]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	61]
Disadvantages/Quirks	[	-80]
Skills/Techniques	[	57]
Other	[	]