Player Size Modifier 0 Age

Torso

9

DX

Block

Point Total Unspent Pts

125 0

CHARACTER SHEET

ST	11	[10]	HP	11	CURRENT	
DX	13	[60]	Will	11		[15]
IQ	8	[-40]	Per	8	CURRENT	[0]
HT	12	[20]	FP	12		[0]

Languages	1	Spoken	Written		
				[]
				[]
				[]
				[]
				[]
DR	TL: 8			[0]
	Cultural Fam	iliarities			
0				[]

BASIC LIFT (ST×ST)/5 24 DAMAGE Thr 1d-1 Sw 1d+1 BASIC SPEED **6.25** [**0**] BASIC MOVE 7 [5]

ENCUMBRANCI	MOVE		DODGE		
None $(0) = BL$	24	$BM \times 1$	7	Dodge	9
Light $(1) = 2 \times BL$	48	$BM \times 0.8$	5	Dodge -1	8
Medium $(2) = 3 \times BL$	72	$BM \times 0.6$	4	Dodge -2	7
Heavy $(3) = 6 \times BL$	144	$BM \times 0.4$	2	Dodge -3	6
X -Heavy (4) = $10 \times BL$	240	$BM \times 0.2$	1	Dodge -4	5

Parry **Reaction Modifiers**

Appearance: +1/+1
Unappealing Includes: +1 from 'Appearance (Attractive)'. Appealing Includes: +1 from 'Appearance (Attractive)'.

Status: +0 Other: +2

Includes: +3 from 'Charisma 3', -1 from 'Delusion (Minor; All tales of the occult are true)'.

Conditional: +4 from 'Ghost Hunter 4' when recognized by other ghost hunters, +2 from 'Overconfidence (12 or less, *1)' when young or naive individuals, -2 from Overconfidence (12 or less, *1)' when experienced NPCs, +2 from 'Sense of Duty (Small Group; Companions)' when in dangerous situations if Sense of Duty is known.

ADVANTAGES AND PERKS					
Appearance (Attractive)	[4]				
Charisma 3	[15]				
Ghost Hunter 4	[20]				
Luck	[15]				
Signature Gear (\$10,000; Sony Betamax SL-3000 Portable	[1]				
Video Recorder)					
Very Fit	[15]				
Always has sharpened nails (converts punch dam from cr to	[1]				
cut)					
Forged/Dubious Press Pass	[1]				
DISADVANTAGES AND QUIRKS					
Delusion (Minor; All tales of the occult are true)	[-5]				
Duty (9 or less (fairly often); Society for Paranormal	[-5]				
Extraterrestrial Cryptozoological Research [SPECTR])					
Gregarious	[-10]				
Gullibility (12 or less, *1)	[-10]				
Impulsiveness (12 or less, *1)	[-10]				
Obsession (Long-Term Goal; Appear on the Phil Donahue	[-10]				
Show; 12 or less, *1)					
Overconfidence (12 or less, *1)	[-5]				
Sense of Duty (Small Group; Companions)	[-5]				
Big perm	[-1]				
Unflagging supporter of cute animal rescue charities	[-1]				

SKILLS					
Skill	Level	Relative	P	oin	ts
Bicycling	13	DX+0	[1	Ī
Brawling (Self-Defense for Single Women)	15	DX+2	[4]
Roll to Punch: 0, Roll to Bite: 0, Roll to Kick: 1					
Carousing	12	HT+0	[1]
Current Affairs/TL8 (Supernatural)	12	IQ+4	[1]
Includes: +4 from 'Ghost Hunter 4'					
Driving/TL8 (Automobile)	12	DX-1	[1	_]
Electronics Operation/TL8 (Media)	11	IQ+3	[1]
Includes: +4 from 'Ghost Hunter 4'					
Exorcism	13	Will+2	[1]
Includes: +4 from 'Ghost Hunter 4'					
Conditional: -4 from 'Exorcism' when user does	sn't possess B	lessed, Powe	er		
Investiture, or True Faith	44	10.2	г		
Expert Skill (Thanatology)	11	IQ+3	L	2	J
Includes: +4 from 'Ghost Hunter 4'	14		г		1
Eye Rake (Brawling)		10.0	ļ	5	<u>.</u>
Housekeeping	10	IQ+2	<u>ļ</u>	4	ļ
Jumping (Jane Fonda Workouts)	13	DX+0	<u>†</u>	<u></u>	ļ
Kicking (Brawling)	14		<u>Ī</u>	2	<u> </u>
Makeup/TL8	12	IQ+4	<u>I</u>	12]
Observation	12	Per+4	[2]
Includes: +4 from 'Ghost Hunter 4'					
Occultism	11	IQ+3	L	1]
Includes: +4 from 'Ghost Hunter 4'	40	DV 4			
Professional Skill (Nail Tech)	12	DX-1	<u>ļ</u>	1	<u>ļ</u>
Public Speaking (Journalism)	11	IQ+3	L	1]
Includes: +3 from 'Charisma 3'	40	LIT O			
Running	12	HT+0	<u>ļ</u>	2	<u>i</u>
Sex Appeal (Human)	13	HT+1	L	2]
Includes: +1 from 'Appearance (Attractive)'	T (1	11			
Conditional: +3 from 'Charisma 3' when making	g Influence ro	Olls			

HAND	WEAPONS							
Qty W	eapon	Lvl (Pry)	Damage	Reach	ST	Notes	Cost	Weight
Bra	awling (Self-Defense for Single Women)							
F	Punch	0 (0)	1d-1 cr	С			•••••	
H	Bite	0 (No)	1d-1 cr	С				
L	Kick	14 (No)	1d cr	C,1		[1]		
NOTES								
[1] If yo	ou miss with a kick, roll vs. DX to avoid falling.							

RANGED WEAPONS											
Qty Weapon	Lvl	Damage	Acc	Range	RoF	Shots	ST	Bulk Rc	l Notes	Cost	Weight

	NGE TABLE	HIT LOCATION
For complete	table, see p. 550.	Modifier Location
Speed/	Linear	0 Torso
Range	Measurement	-2 Arm/Leg
Modifier	(range/speed)	-3 Groin
0	2 yd or less	-4 Hand
-1	3 yd	-5 Face
-2	5 yd	-5 Neck
-3	7 yd	-7 Skull
-4	10 yd	Imp or Pi attacks can
-5	15 yd	target vitals at -3 or
-6	20 yd	eyes at -9.
-7	30 yd	Cycs at -7.
-8	50 yd	This sheet printed from GURPS
-9	70 yd	Character Assistant. This and
-10	100 yd	other GURPS forms may also be
-11	150 yd	downloaded at www.sjgames.com \gurps\resources.
-12	200 yd	gurps/resources.
-13	300 yd	Copyright © 2004 Steve Jackson
-14	500 yd	Games Incorporated. All rights reserved.
-15	700 yd	

ARN	OR & POSSESSIONS	
Qty	Item	Location
1	1980 Sony SL-3000UB HVC 3000P Trinicon	
	Video Camera	
1	Very elaborate beauty kit (acetone, brushes,	
	files, creams, wipes, pads, makeup, etc.)	

CHARACTER NOTES

POINTS SUMMARY	
Attributes/Secondary Characteristics	[70]
Advantages/Perks/TL/Languages/Cultural	[72]
Familiarity	
Disadvantages/Quirks	[-62]
Skills/Techniques/Spells	[45]
Other	[]

Weight

40

8

Cost

500