



Name Saiph Orionis      Player      Point Total 150  
 Ht 5'1"      Wt 70 lbs.      Size Modifier 0      Age TBD      Unspent Points 0  
 Appearance Always in a space-pit-crew suit, with crazy safety glasses, spunky with oil/paint/electric-char stains. Athletic and fit, long ponytail.

<b>ST</b>	9	[-10]	<b>HP</b>	9	[ 0 ]
<b>DX</b>	13	[ 60 ]	<b>Will</b>	14	[ 0 ]
<b>IQ</b>	14	[ 80 ]	<b>Per</b>	14	[ 0 ]
<b>HT</b>	9	[-10]	<b>FP</b>	9	[ 0 ]

Languages	Spoken	Written
Imperial (Native Language)	(Native)	()

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

PARRY	<b>Reaction Modifiers</b>  <b>Appearance:</b> <b>Status:</b> -1; <i>Includes:</i> -1 from 'Status (Ruffian)' <b>Other:</b> +0  Conditional: +2 from 'Sense of Duty (Companions)' when in dangerous situations if Sense of Duty is known, +1 from 'Born Engineer' when recognized by an Engineer
9	
DX	
BLOCK	
7	
DX	

BASIC LIFT 16      DAMAGE Thr 1d-2      Sw 1d-1  
 BASIC SPEED 6      [ 10 ]      BASIC MOVE 6      [ 0 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 6	Dodge 9
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 5

ADVANTAGES AND PERKS	
Born Engineer 1	[ 5 ]
G-Experience (0.1G) 1	[ 1 ]
Gizmo 1	[ 5 ]
High Manual Dexterity 1	[ 5 ]
Immunity to Space Sickness	[ 5 ]
Luck	[ 15 ]
Signature Gear (Combat-Ready Custom Multitool) 1	[ 1 ]
Zeroed	[ 10 ]

DISADVANTAGES AND QUIRKS	
Absent-Mindedness	[ -15 ]
Bad Sight (Nearsighted) (Mitigator: AR Contacts)	[ -10 ]
Colorblindness (Mitigator: AR Contacts)	[ -4 ]
Enemy (Evil Twin) (More powerful than the PC) (9 or less; Rival)	[ -10 ]
Insomniac (Mild)	[ -10 ]
Nightmares (12 or less)	[ -5 ]
Sense of Duty (Companions) (Small Group)	[ -5 ]
Status (Ruffian) -1	[ -5 ]
Unknown Disadvantage (Is my twin real?)	[ -10 ]
Born into a space pirate gang	[ -1 ]
Fascinated by the dream of true invisibility	[ -1 ]
is an electronic music dj for a space radio cast on Tuesdays	[ -1 ]
makes a new pair of stylist safety glass for each project	[ -1 ]
Unpredictable when pushed too far	[ -1 ]

SKILLS		
Name	Level	Relative Level
Acrobatics	12	DX-1 [ 2 ]
Armoury/TL11 (Small Arms)	13	IQ-1 [ 1 ]
Armoury/TL11 (Vehicular Armor)	13	IQ-1 [ 1 ]
Beam Weapons/TL11 (Pistol)	13	DX+0 [ 1 ]
Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties		
Brawling	13	DX+0 [ 1 ]
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Camouflage	14	IQ+0 [ 1 ]
Carousing	9	HT+0 [ 1 ]
Computer Operation/TL11	14	IQ+0 [ 1 ]
Computer Programming/TL11	12	IQ-2 [ 1 ]
Electrician/TL11	14	IQ+0 [ 1 ]
Includes: +1 from 'Born Engineer'		
Electronics Operation/TL11 (any)	11	IQ-3 [ 0 ]
Includes: +1 from 'Born Engineer'		

**SKILLS (continued)**

Name	Level	Relative Level
Electronics Repair/TL11 (any)	13	IQ-1 [ 0 ]
Includes: +1 from 'Born Engineer'		
Engineer/TL11 (Electronics)	16	IQ+2 [ 7 ]
Includes: +1 from 'Born Engineer'		
Engineer/TL11 (Thrusters)	17	IQ+3 [ 12 ]
Includes: +1 from 'Born Engineer'		
Farming/TL11 (Spacecraft Hydroponics)	14	IQ+0 [ 1 ]
Fast-Draw (Multitool)	13	DX+0 [ 1 ]
Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties, -2 from 'Bad Sight (Nearsighted)'		
First Aid/TL11 (Human)	14	IQ+0 [ 1 ]
Free Fall	12	DX-1 [ 1 ]
Holdout	13	IQ-1 [ 1 ]
Knife	13	DX+0 [ 1 ]
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Machinist/TL11	14	IQ+0 [ 1 ]
Includes: +1 from 'Born Engineer'		
Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks		
Mathematics/TL11 (Applied)	12	IQ-2 [ 1 ]
Mechanic/TL11 (Fusion Reactor)	14	IQ+0 [ 1 ]
Includes: +1 from 'Born Engineer'		
Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks		
Mechanic/TL11 (Robotics)	14	IQ+0 [ 1 ]
Includes: +1 from 'Born Engineer'		
Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks		
Mechanic/TL11 (Spacecraft)	14	IQ+0 [ 1 ]
Includes: +1 from 'Born Engineer'		
Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks		
Mechanic/TL11 (Thrusters)	10	IQ-4 [ 0 ]
Includes: +1 from 'Born Engineer'		
Conditional: +1 from 'High Manual Dexterity' when performing fine DX-based tasks		
Scrounging	14	Per+0 [ 1 ]
Shadowing	13	IQ-1 [ 1 ]
Spacer/TL11	15	IQ+1 [ 2 ]
Stealth	13	DX+0 [ 2 ]
Streetwise	13	IQ-1 [ 1 ]
Throwing	12	DX-1 [ 1 ]
Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties		
Traps/TL11	13	IQ-1 [ 1 ]
Vacc Suit/TL11	12	DX-1 [ 1 ]
Wrestling	12	DX-1 [ 1 ]
Conditional: -2 from 'Bad Sight (Nearsighted)'		



CHARACTER SHEET  
Saiph Rigel (goes by Rigel)

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Brawling						
	Punch	1d-3 cr	C	13 (9)			
	Bite	1d-3 cr	C	13 (No)			
	Kick	1d-2 cr	C,1	11 (No)			
1	Multitool Integrated					120	1.5
	Bowie Knife (Large)						
	Knife swing	1d-2 cut	C,1	13 (9) 7			
	Knife thrust	1d-2 imp	C,1	13 (9) 7			
	Shortsword swing	1d-2 cut	1	9 (7) 7			
	Shortsword thrust	1d-2 imp	C,1	9 (7) 7			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Multitool Integrated	3d (3)	6	600 / 1800	10	33(3)	13	4	-2	1	3		1100	1.5
	Laser Pistol	burn												

**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
1	__cash on hand		7810	0
1	a key to a cottage on (PLANET NAME) she's never been to		0	0
1	Customized Helmet (TL11)	head	2000	5
1	Customized Vacc Suit (TL11)	full suit	10000	25
1	jar of interesting space rocks		0	10
1	Portable Armoury Tool Kit		600	20
1	Portable Electrician Tool Kit		600	20
1	Portable Machinist Tool Kit		600	20
1	Portable Mechanic Tool Kit		600	20
1	thermos that drastically changes the temperature of different liquids from moment to moment		20	2
1	Ugly Engineer Boots (TL 11)	feet	150	3

**CHARACTER NOTES**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 130 ]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[ 47 ]
Disadvantages/Quirks	[ -79 ]
Skills/Techniques	[ 52 ]
Other	[ ]