GURPS

CHARACTER SHEET

Name: Salumi Erkel-Thaet | Player: Vido | Point Total: 150
Ht: 1.7m | Wt: 50kg | Size Modifier: 0 | Age: 14 | Unspent Pts: 0
Appearance:

					CURRENT	
ST	11	[10]	HP	11	11	[0]
DX	11	[20]	WILL	11		[0]
IQ	11	[20]	PER	13		[10]
HT	10	[0]	FP	8	8 (CURRENT)	[-6]

BASIC LIFT (ST × ST)/5: 24 | DAMAGE Thr: 1d-1 | Sw: 1d+1
BASIC SPEED: 5.25 [0] | BASIC MOVE: 6 [5]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	24	BM × 1	6	Dodge	8
Light (1) = 2 × BL	48	BM × 0.8	5	Dodge -1	7
Medium (2) = 3 × BL	73	BM × 0.6	4	Dodge -2	6
Heavy (3) = 6 × BL	145	BM × 0.4	2	Dodge -3	5
X-Heavy (4) = 10 × BL	242	BM × 0.2	1	Dodge -4	4

Languages	Spoken	Written	
Anere	Nativo	Nativo	[0]
Ama'kon	Nativo	Nativo	[6]
Amate'karn	Acento	Acento	[4]
			[ ]
			[ ]

DR
Head: 2
Torso:
Arm:
Hand:
Leg:
Foot:

TL: 6 [0]
Cultural Familiarities
[ ]
[ ]
[ ]

PARRY: 9 (Espada)
BLOCK: -

Reaction Modifiers
Appearance: Atractiva (+1)
Status:
Reputation: Comer sapientes (-2)

ADVANTAGES AND PERKS

O'koptera*	[19]
Capullo de seda	[8]
Apariencia (Atractiva)	[4]
Afinidad Kéumica 1	[10]
Alas membranosas	[20]

DISADVANTAGES AND QUIRKS

Apariencia innatural 2 (Exoesqueleto pálido)	[-2]
Sentido del deber (Crías)	[-5]
Fácilmente combustible	[-5]
Demofobia (CR 12)	[-15]

SKILLS

Name	Level	Relative Level	
Naturalismo	11	IQ+0	[4]
Observación	13	Per+0	[2]
Camuflaje	11	IQ+0	[1]
Acrobacias	10	DX-1	[2]
Rastrear	12	Per-1	[1]
Espada	12	DX+1	[4]
Diplomacia	11	IQ+0	[4]
Primeros auxilios	12	IQ+1	[2]
Artista (Pintura)	10	IQ-1	[2]
Volar	10	HT+0	[2]
Psicología (O'koptera)	11	IQ+0	[4]
Pelea	12	DX+1	[2]
Medicina esotérica	12	Per-1	[2]
Cocinar	13	IQ+2	[8]
Pilotar (Nokk)	9	Will-2	[1]
Historia oculta (Magia)	12	IQ+1	[4]
Diagnosis	10	IQ-1	[2]

GURPS

CHARACTER SHEET

Name Salumi Erkel-Thaet

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Puñetazo	1d-2 cr	C	9	nivel: 12		
Patada	1d-1 cr	C,1	-	nivel: 10		
Mordisco	1d-2 imp	C	-	nivel: 12		
Espada larga (blandir)	1d+2 cut	1	9	nivel: 13		
Espada larga (golpe)	1d cr	1	9	nivel: 13		

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight

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
-7	Skull

Imp or *Pi* attacks can target vitals at -3 or eyes at -9.

You may copy this form for personal use only. This and other ***GURPS*** forms may also be downloaded at **www.sjgames.com/gurps/resources/**.

Copyright © 2004 Steve Jackson Games Incorporated. All rights reserved.

ARMOR & POSSESSIONS

Item	Location	Cost	Weight
Espada larga			
	Totals:	$0	0 Lbs.

CHARACTER NOTES

KE +1

* Los puntos son sólo de ventajas y desventajas

POINTS SUMMARY

Attributes/Secondary Characteristics	[59]
Advantages/Perks/TL/Languages/ Cultural Familitarity	[71]
Disadvantages/Quirks	[-27]
Skills/Techniques	[47]
Other	[ ]

GURPS *is a trademark of Steve Jackson Games, and its rules and art are copyrighted by Steve Jackson Games. All rights are reserved by Steve Jackson Games. The PDF form fields of this game aid are the original creation of Warren "Mook" Wilson and it is released for free distribution, and not for resale, under the permissions granted in the Steve Jackson Games Online Policy.*