



Name Zak (Repair Robot) Player GM Point Total 447
 Ht 8' Wt 197 Size Modifier 1 Age 8 Unspent Points 0
 Appearance Battered and green. A large trashcan-like cylindrical head and torso; two oversized, bulky arms ending in hands; two tiny feet that look too small.

ST	20	[90]	HP	20	[0]
DX	7	[-60]	Will	11	[10]
IQ	9	[-20]	Per	11	[10]
HT	10	[0]	FP	10	[0]

BASIC LIFT 80 DAMAGE Thr 2d-1 Sw 3d+2
 BASIC SPEED 3.75 [-10] BASIC MOVE 3 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 80	BM x 1 3	Dodge 7
Light (1) = 2 x BL 160	BM x 0.8 2	Dodge - 1 6
Medium (2) = 3 x BL 240	BM x 0.6 1	Dodge - 2 5
Heavy (3) = 6 x BL 480	BM x 0.4 1	Dodge - 3 4
X-Heavy (4) = 10 x BL 800	BM x 0.2 1	Dodge - 4 3

ADVANTAGES AND PERKS	
3D Spatial Sense	[10]
Absolute Timing	[2]
Acute Hearing 1	[2]
Acute Vision 1	[2]
Ambidexterity	[5]
Arm ST (Total Arm ST 22) 2 (Gigantism modifier; Has Brass Knuckles; Two arms)	[9]
Burning Attack (Cutting Torch) 1 (Emergencies Only; Melee Attack: Reach 1; Partial Dice (per die) (+3/die))	[5]
Damage Resistance 7	[35]
Digital Mind	[5]
Doesn't Breathe (when on battery -- 18 hours) (Rule: Holds breath 300x normal endurance)	[18]
Doesn't Sleep	[20]
Enhanced Time Sense	[45]
Fatigue Attack (Fire Extinguisher) 1 (Emergencies Only; Jet; Partial Dice (per die) (-3/die); Sense-Based (One sense))	[3]
High Pain Threshold	[10]
Improved G-Tolerance (1G)	[15]
Infravision	[10]
Injury Tolerance (No Blood; No Neck; Unliving)	[30]
Lightning Calculator	[2]
Mathematical Ability 4	[40]
Modular Abilities (Computer Brain) (Physical and Mental; Software Pack 3 (+8))	[76]
Modular Abilities (Computer Brain) (Physical and Mental; Software Pack 2 (+8))	[76]
Modular Abilities (Computer Brain) (Physical and Mental; Software Pack 1 (+8))	[76]
Modular Abilities (Computer Brain) (Physical and Mental; Software Pack 4 (+8))	[76]
Para-Radar	[40]
Payload (9 lbs.) 1	[1]
Photographic Memory	[10]
Pressure Support 3	[15]

Languages	Spoken	Written
Imperial	(Accented)	(Accented) [4]

DR 0 +7	TL: 11 Cultural Familiarities [0]
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PARRY 7	Reaction Modifiers Appearance: -2/-2 <i>Unappealing Includes: -2 from 'Appearance (Banged Up)'</i> <i>Appealing Includes: -2 from 'Appearance (Banged Up)'</i> Status: +0 Other: -2; Includes: -2 from 'Clueless' Conditional: +4 from 'Mathematical Ability', -4 from 'Social Stigma (Subjugated)', +2 from 'Sense of Duty (Humanity)' when in dangerous situations if Sense of Duty is known, -2 from 'No Sense of Humor'
BLOCK 5	
DX	

SKILLS			
Name	Level	Relative Level	
__Hazardous Materials/TL11 (Radioactive)	11	IQ+2	[8]
__Machinist/TL11	11	IQ+2	[8]
__Mechanic/TL11 (Fission Reactor)	11	IQ+2	[8]
__Mechanic/TL11 (Fusion Reactor)	11	IQ+2	[8]
Computer Operation/TL11	11	IQ+2	[4]
Electronics Repair/TL10 (Computers)	8	IQ-1	[1]
Innate Attack (Arm Smash)	7	DX+0	[0]
Innate Attack (Cutting Torch)	5	DX-2	[0]
Innate Attack (Fire Extinguisher (affliction: Blindness))	5	DX-2	[0]
Mathematics/TL11 (Applied)	11	IQ+2	[1]
Mechanic/TL11 (Robotics)	8	IQ-1	[1]
Techniques			
Maintain Self (Electronics Repair (Computers))	12		[4]
Maintain Self (Mechanic (Robotics))	12		[4]

ADVANTAGES AND PERKS (continued)

Radiation Tolerance (PF 1,000)	[45]
Resistant (Metabolic Hazards) (Very Common)	[30]
(Immunity)	
Sealed	[15]
Telecommunication (Radio)	[10]
Roll to Communicate: 9	
Ultrahearing	[5]
Roll to Hear: 12	
Vacuum Support	[5]
No Degeneration in Zero-G	[1]
Striking Surface	[1]

DISADVANTAGES AND QUIRKS

Appearance (Banged Up) (Ugly)	[-8]
Cannot Speak	[-15]
Clueless	[-10]
Duty (Owner) (15 or less (almost always))	[-20]
(Involuntary)	
Electrical	[-20]
Fragile (Flammable)	[-10]
Low Empathy	[-20]
Maintenance (1 hour) (1 person) (Weekly)	[-5]
No Sense of Humor	[-10]
No Sense of Smell/Taste	[-5]
Numb	[-20]
Pacifism (Total Nonviolence)	[-30]
Reprogrammable	[-10]
Restricted Diet (Hydrogen) (Common)	[-20]
Self-Destruct	[-10]
Sense of Duty (Humanity) (Entire Race)	[-15]
Short Lifespan -1	[-10]
Slave Mentality	[-40]
Social Stigma (Subjugated)	[-20]
Truthfulness (6 or less)	[-10]
Unhealing (Total)	[-30]
Unusual Size and Shape (-3 Disguise, -3	[-5]
Shadowing)	
Wealth (Dead Broke)	[-25]
Cannot Float	[-1]
Careful	[-1]
Dull	[-1]
Proud of performing his own maintenance	[-1]
Sexless	[-1]
Tiny Legs (kick attack has range C)	[-1]

Languages (continued)	Spoken	Written	
Machine language	(Native)	(Native)	[0]
(Native Language)			



CHARACTER SHEET
Zak (Repair Robot)

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Arm ST (Total Arm ST 22)						
	swing	4d sw	N/A	0 (No)			
	thrust	2d thr	N/A	0 (No)			
	punch	2d cr	C,1	7 (7)			
	Bite	2d-2 cr	C,1	7 (No)			
	Burning Attack (Cutting Torch)	1d+3 bu	1	7 (7)			
	Kick	2d-1 cr	C,1	5 (No)			
	Punch	2d-1 cr	C,1	7 (7)			

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl LC			Notes
	Fatigue Attack (Fire Extinguisher)	1d-3 fat	0	5 / 10	Jet		7			1			

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					Cost	Weight
Qty	Item	Location		Notes		
1	4-skill software package: DRIVE HAND (HazMat, Machinist, Mechanic[Fusion], Mechanic[Fission])				0	0
1	Backpack, Small				60	3

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[20]
Advantages/Perks/TL/Languages/Cultural Familiarity	[754]
Disadvantages/Quirks	[-374]
Skills/Techniques	[47]
Other	[]