



Name Zak (repair robot -- as PC) Player as PC Point Total 125
 Ht 8' Wt 197 Size Modifier 1 Age 8 Unspent Points 0
 Appearance A large combined cylindrical head and torso that looks like a trashcan, with two oversized, bulky arms ending in human-like hands, and tiny feet.

CHARACTER SHEET

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

BASCLIFT 20 **DAMAGE** Thr 1d-2 Sw 1d
BASIC SPEED 3 [-25] **BASIC MOVE** 3 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 3	Dodge 6
Light (1) = 2 x BL 40	BM x 0.8 2	Dodge - 1 5
Medium (2) = 3 x BL 60	BM x 0.6 1	Dodge - 2 4
Heavy (3) = 6 x BL 120	BM x 0.4 1	Dodge - 3 3
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 2

ADVANTAGES AND PERKS

3D Spatial Sense	[10]
Absolute Timing	[2]
Arm ST (Total Arm ST 17) 2 (Gigantism modifier; Has Brass Knuckles; Two arms)	[9]
Roll to swing: 0, Roll to thrust: 0, Roll to punch: 7	
Burning Attack (Cutting Torch) 1 (Emergencies Only; Melee Attack: Reach 1; Partial Dice (per die) (+3/die))	[5]
Roll to Primary: 7	
Digital Mind	[5]
Doesn't Breathe (when on battery -- 18 hours) (Rule: Holds breath 300x normal endurance)	[18]
Doesn't Sleep	[20]
Fatigue Attack (Fire Extinguisher) 1 (Emergencies Only; Jet; Partial Dice (per die) (-3/die); Sense-Based (One sense))	[3]
Roll to Primary: 7	
High Pain Threshold	[10]
Roll to ignore pain: 14	
Improved G-Tolerance (1G)	[15]
Infravision	[10]
Roll to See: 11	
Injury Tolerance (No Blood; No Neck; Unliving)	[30]
Lightning Calculator	[2]
Mathematical Ability 4	[40]
Modular Abilities (Computer Brain) (Physical and Mental; Software Pack 1 (+8))	[76]
Modular Abilities (Computer Brain) (Physical and Mental; Software Pack 3 (+8))	[76]
Modular Abilities (Computer Brain) (Physical and Mental; Software Pack 2 (+8))	[76]
Para-Radar	[40]
Roll to "See": 11	
Payload (9 lbs.) 1	[1]
Photographic Memory	[10]
Roll to recall: 9	
Pressure Support 3	[15]
Resistant (Metabolic Hazards) (Very Common) (Immunity)	[30]
Sealed	[15]
Telecommunication (Radio)	[10]
Roll to Communicate: 9	
Ultrahearing	[5]
Roll to Hear: 11	
Vacuum Support	[5]
No Degeneration in Zero-G	[1]

Languages	Spoken	Written
English	(Native)	(Native) [6]

DR	TL: 10	[0]
0	Cultural Familiarities	

PARRY	Reaction Modifiers
6	
DX	
BLOCK	
4	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 'Disturbing Voice', -2 from 'No Sense of Humor'
DX	

SKILLS

Name	Level	Relative Level
Computer Operation/TL10	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)	5	DX-2 [0]
Extinguisher (affliction: Blindness)		
Mathematics/TL10 (Applied)	11	IQ+2 [1]
Mechanic/TL10 (Robotics)	8	IQ-1 [1]
Techniques		
Maintain Self (Electronics)	12	[4]
Repair (Computers)		
Maintain Self (Mechanic (Robotics))	12	[4]

DISADVANTAGES AND QUIRKS (continued)

Clueless			[-10]
Disturbing Voice			[-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]
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 Shadowing)			[-5]
Wealth (Dead Broke)			[-25]
Cannot Float			[-1]
Careful			[-1]
Dull			[-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 -- as PC)

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Arm ST (Total Arm ST 17)						
	swing	1d+2 sw	N/A	0 (No)			
	thrust	1d-1 thr	N/A	0 (No)			
	punch	1d-1 cr	C,1	7 (6)			
	Bite	1d-3 cr	C,1	7 (No)			
	Burning Attack (Cutting Torch)	1d+3 bu	1	7 (6)			
	Kick	1d-2 cr	C,1	5 (No)			
	Punch	1d-2 cr	C,1	7 (6)			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rel	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					
1	Backpack, Small					60	3

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[-85]
Advantages/Perks/TL/Languages/Cultural Familiarity	[545]
Disadvantages/Quirks	[-350]
Skills/Techniques	[15]
Other	[]