GURPS
CHARACTER SHEET

Name "Boom Boom" Anacusis
Player
Point Total 150

Ht 5'5" Wt 125
Size Modifier 0 Age 45
Unspent Points 0

Appearance Short, muscular, wiry with shaved head, and red goatee.

ST	11	[10]	HP	11	CURRENT	[0]
DX	12	[40]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	10	[0]	FP	10	CURRENT	[0]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 6 [10] BASIC MOVE 6 [0]

ENCUMBRANCE / MOVE / DODGE

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

TEMPLATES AND METATRAITS
Soldier (Space)   [0]

ADVANTAGES AND PERKS
Claim to Hospitality (Veterans of Foreign Wars) 3 [5]
Combat Reflexes   [15]
Courtesy Rank (Corporal (Retired)) 1   [1]
High Pain Threshold   [10]
Lithe Athlete 2   [10]
Luck   [15]
Signature Gear (Grenades/Explosives) 1   [1]
Armorer's Gift (Grenade Launcher)   [1]
Equipment Bond (Grenade Launcher)   [1]

DISADVANTAGES AND QUIRKS
Appearance (Unattractive)   [-4]
Charitable (12 or less)   [-15]
Chronic Pain (combat wound) (Agonizing) (9 or   [-9]
less; 4 hours; Mitigator: daily pill)
Ekremania (love of explosions)   [-5]
Flashbacks (Mild)   [-5]
Impulsiveness (12 or less)   [-10]
Overconfidence (12 or less)   [-5]
Pacifism (Reluctant Killer)   [-5]
Phobia (Sedatephobia [silence]) (12 or less)   [-5]
Post-Combat Shakes (12 or less)   [-5]
Sense of Duty (Companions) (Small Group)   [-5]
Dislikes "head-shrinkers"   [-1]
Embarassed by mania/phobia and wants to cure   [-1]
himself
Lost wife in the war   [-1]
Minor odious personal habit (takes off prosthetic   [-1]
fingers and plays with them)
Named his grenade launcher   [-1]

Languages

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]

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

PARRY	Reaction Modifiers
10	**Appearance:** -1/-1

Unappealing Includes -1 from 'Appearance'
Appealing Includes -1 from 'Appearance'

DX

BLOCK

Status: +0

Other: +0

Conditional: +2 from 'Overconfidence' when young or naive
individuals, -2 from 'Overconfidence' when experienced NPCs,
+2 from 'Sense of Duty (Companions)' when in dangerous
situations if Sense of Duty is known, +2 from 'Lithe Athlete'
when atheletes see you in action, +3 from 'Claim to Hospitality
(Veterans of Foreign Wars)' when members of same group

8

DX

SKILLS

Name	Level	Relative Level	
Acrobatics	14	DX+2	[4]
Includes: +2 from 'Lithe Athlete'			
Armoury/TL11 (Heavy Weapons)	12	IQ+0	[2]
Armoury/TL11 (Small Arms)	12	IQ+0	[2]
Artillery/TL11 (Guided Missile)	12	IQ+0	[2]
Beam Weapons/TL11 (Pistol)	12	DX+0	[1]
Boxing	13	DX+1	[1]
Includes: +2 from 'Lithe Athlete'			
Camouflage	12	IQ+0	[1]
Chemistry/TL11 (Explosives)	11	IQ-1	[1]
Climbing	14	DX+2	[2]
Includes: +2 from 'Lithe Athlete'			
Computer Operation/TL11	12	IQ+0	[1]
Connoisseur (Music)	11	IQ-1	[1]
Driving/TL11 (Automobile)	12	DX+0	[2]
Electronics Operation/TL11 (Security)	11	IQ-1	[1]
Electronics Operation/TL11 (Surveillance)	11	IQ-1	[1]
Explosives/TL11 (Demolition)	16	IQ+4	[16]
Explosives/TL11 (Explosive Ordnance Disposal)	12	IQ+0	[0]
Fast-Draw (Grenade Launcher)	14	DX+2	[2]
Includes: +1 from 'Combat Reflexes'			
First Aid/TL11 (Human)	12	IQ+0	[1]
Gunner/TL11 (Beams)	13	DX+1	[2]
Guns/TL11 (Grenade Launcher)	17	DX+5	[16]
Savoir-Faire (Military)	12	IQ+0	[1]
Soldier/TL11	12	IQ+0	[2]
Stealth	12	DX+0	[2]
Swimming	12	HT+2	[1]
Includes: +2 from 'Lithe Athlete'			
Throwing	14	DX+2	[2]
Includes: +2 from 'Lithe Athlete'			
Traps/TL11	12	IQ+0	[2]

GURPS CHARACTER SHEET
Sparky Anacusis

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Bite	1d-2 cr	C	12 (No)				
	Boxing	1d-1 cr	C	13 (10)				
	Kick	1d-1 cr	C,1	10 (No)				

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
30	40mmG frag	4d pi++	3	150 / 1000	1	3(5)	17	8†	-5	2	1	[3]	1200	9.9
10	40mmG HE conc	8d cr ex	3	150 / 1000	1	3(5)	17	8†	-5	2	1	[3]	400	3.3
10	40mmG jam/stun	HT-4 aff	3	150 / 1000	1	3(5)	17	8†	-5	2	1	[3]	3200	3.3
10	40mmG smoke	* (4 yd.)	3	150 / 1000	1	3(5)	17	8†	-5	2	1	[3]	400	3.3
10	40mmG thermobaric	8dx2 cr ex inc	3	150 / 1000	1	3(5)	17	8†	-5	2	1	[3]	400	3.3
3	HndGrenade/Smoke	* (2 yd.)		38			14				3	[2,4]	30	3
3	HndGrenade/Stun	HT-5 aff		38			14				2	[2,5]	120	3
20	Plastex block	6d cr ex		38			14				2	[1]	400	5
1	Sonic Stun Pistol	HT-3 (5) aff	3	30 / 100	1	66(3)	12	4	-2	1	4		650	1.8

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.

ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	_cash on hand		10836	0
1	Bandolier with grenade pouches		75	.5
1	ElectroMagnetic Grenade Launcher Enhanced Targeting System (ETS) Scope with HUD link		8000	2
1	ElectroMagnetic Grenade Launcher with Shotgun Stock (EMGL), 40mmG		7000	10
1	Extensive digital music collection		3400	0
1	Framed photograph of his late wife		11	0
1	Hard-shell jumbo locking backpack/safe		250	8
1	Monocrys Tactical Vest trauma plates	torso	600	9
1	Monocrys Tactical Vest with old "Explosives/Demolition" unit patches	torso, groin	900	9
1	Passive Electromagnetic Sensor Array (PESA) Goggles with Protected Vision		2000	.6
20	Plastex detonators		400	0
1	Protected Hearing Neural Induction Headset		400	.4

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[	100]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	59]
Disadvantages/Quirks	[	-78]
Skills/Techniques	[	69]
Other	[	]