



Name Gort (Repair Robot)      Player GM      Point Total 35  
 Ht 3'6"      Wt 210      Size Modifier -1 Age 1      Unspent Points 0  
 Appearance A shiny, red six-limbed spider-like robot with manipulators that extend from its mouth.

ST	8	[-20]	HP	8	CURRENT	[ 0 ]
DX	11	[ 20 ]	Will	7		[ 0 ]
IQ	7	[-60]	Per	7		[ 0 ]
HT	12	[ 20 ]	FP	0	CURRENT	[ 0 ]

Languages	Spoken	Written	
Imperial	(Broken)	(Broken)	[ 2 ]
Machine Language (Free)	(Broken)	(Broken)	[ 0 ]

DR	TL: 11	[ 0 ]
0 +7	Cultural Familiarities	

BASIC LIFT 13      DAMAGE Thr 1d-3      Sw 1d-2  
 BASIC SPEED 3      [-55]      BASIC MOVE 3      [ 0 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 13	BM x 1 3	Dodge 7
Light (1) = 2 x BL 26	BM x 0.8 2	Dodge - 1 6
Medium (2) = 3 x BL 39	BM x 0.6 1	Dodge - 2 5
Heavy (3) = 6 x BL 78	BM x 0.4 1	Dodge - 3 4
X-Heavy (4) = 10 x BL 130	BM x 0.2 1	Dodge - 4 3

PARRY	<b>Reaction Modifiers</b>
9	<b>Appearance: -1/-1</b> <i>Unappealing Includes</i> -1 from 'Appearance (Insectile)' <i>Appealing Includes</i> -1 from 'Appearance (Insectile)' <b>Status: +0</b>
DX	<b>Other: -2; Includes: -2</b> from 'Clueless'
BLOCK	<b>Conditional: +1</b> from 'Mathematical Ability' when Engineers and scientists, -2 from 'Disturbing Voice', -2 from 'No Sense of Humor', -4 from 'Social Stigma (Subjugated)', +4 from 'Born to Repair' when recognized by another repair robot
7	
DX	

TEMPLATES AND METATRAITS	
Machine	[ 25 ]
ADVANTAGES AND PERKS	
3D Spatial Sense	[ 10 ]
Absolute Timing	[ 2 ]
Acute Hearing 5	[ 10 ]
Acute Vision 5	[ 10 ]
Born to Repair 4	[ 40 ]
Claws (Hooves)	[ 3 ]
Cutting Attack 1	[ 7 ]
Damage Resistance 7	[ 35 ]
Digital Mind	[ 5 ]
Discriminatory Hearing	[ 15 ]
Doesn't Breathe	[ 20 ]
Doesn't Sleep	[ 20 ]
Enhanced Time Sense	[ 45 ]
Extra Legs (6 Legs)	[ 10 ]
Improved G-Tolerance (1G)	[ 15 ]
Lightning Calculator	[ 2 ]
Mathematical Ability 1	[ 10 ]
Payload (6.5 lbs. internal) 5	[ 5 ]
Photographic Memory	[ 10 ]
Protected Hearing	[ 5 ]
Protected Vision	[ 5 ]
Radiation Tolerance (PF 1,000)	[ 45 ]
Reduced Consumption (Weekly Battery Recharge) 3	[ 6 ]
Resistant (Metabolic Hazards) (Rare) (Immunity)	[ 5 ]
Sealed	[ 15 ]
Telecommunication (Cable Jack)	[ 5 ]
Telecommunication (Radio)	[ 10 ]
Temperature Tolerance 15	[ 15 ]
Ultrahearing	[ 5 ]
Vacuum Support	[ 5 ]
No Degeneration in Zero-G	[ 1 ]
Striking Surface	[ 1 ]
DISADVANTAGES AND QUIRKS	
Appearance (Insectile) (Unattractive)	[ -4 ]
Clueless	[ -10 ]
Disturbing Voice	[ -10 ]
Duty (Owner) (15 or less (almost always)) (Involuntary)	[ -20 ]

SKILLS			
Name	Level	Relative Level	
Armoury/TL11 (Vehicular Armor)	10	IQ+3	[ 1 ]
Includes: +4 from 'Born to Repair'			
Electrician/TL11	10	IQ+3	[ 1 ]
Includes: +4 from 'Born to Repair'			
Electronics Repair/TL11 (Communications)	10	IQ+3	[ 1 ]
Includes: +4 from 'Born to Repair'			
Electronics Repair/TL11 (Computers)	10	IQ+3	[ 1 ]
Includes: +4 from 'Born to Repair'			
Electronics Repair/TL11 (Force Shields)	10	IQ+3	[ 1 ]
Includes: +4 from 'Born to Repair'			
Electronics Repair/TL11 (Sensors)	10	IQ+3	[ 1 ]
Includes: +4 from 'Born to Repair'			
Electronics Repair/TL11 (Surveillance)	10	IQ+3	[ 1 ]
Includes: +4 from 'Born to Repair'			
Free Fall	12	DX+1	[ 1 ]
Includes: +2 from '3D Spatial Sense'			
Innate Attack (Extending Saw)	11	DX+0	[ 0 ]
Mechanic/TL11 (Life Support)	10	IQ+3	[ 1 ]
Includes: +4 from 'Born to Repair'			
Mechanic/TL11 (Starships)	10	IQ+3	[ 1 ]
Includes: +4 from 'Born to Repair'			

**DISADVANTAGES AND QUIRKS (continued)**

Electrical	[ -20 ]
Horizontal	[ -10 ]
Low Empathy	[ -20 ]
No Bite (No Mouth)	[ -3 ]
No Sense of Humor	[ -10 ]
No Sense of Smell/Taste	[ -5 ]
Numb	[ -20 ]
One Arm (Manipulators extend from "mouth" area)	[ -20 ]
Pacifism (Total Nonviolence)	[ -30 ]
Reprogrammable	[ -10 ]
Restricted Diet (Electricity) (Very Common)	[ -10 ]
Self-Destruct	[ -10 ]
Short Lifespan -1	[ -10 ]
Slave Mentality	[ -40 ]
Social Stigma (Subjugated)	[ -20 ]
Truthfulness (12 or less)	[ -5 ]
Unusual Size and Shape (-3 Shadowing, -3 Disguise)	[ -5 ]
Wealth (Struggling)	[ -10 ]
Cannot Float	[ -1 ]
Sexless	[ -1 ]



CHARACTER SHEET  
Gort (Repair Robot)

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-4 cr	C	11 (No)			
	Kick	1d-3 cr	C,1	9 (No)			
1	Motorized Miniature Monowire Rotary Saw	1d (10)cut	C	0 (3) *		0	0
	Punch	1d-4 cr	C	11 (9)			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rel	LC	Notes		
	Cutting Attack	1d cut	3	10 / 100	1		11			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		Location	Cost	Weight
Qty	Item			

CHARACTER NOTES

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[	-95	]
Advantages/Perks/TL/Languages/Cultural Familiarity	[	424	]
Disadvantages/Quirks	[	-304	]
Skills/Techniques	[	10	]
Other	[		]