



Name **Hector Bruna**
 Ht **Wt**
 Appearance

Player
 Size Modifier **0** Age

Point Total **125**
 Unspent Pts **0**

CHARACTER SHEET

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

Languages	Spoken	Written	
English	Native	Native	[0]
Spanish	Native	Native	[6]
			[]
			[]
			[]

DR	TL: 8	[0]
0	Cultural Familiarities	[]
Torso		[]
		[]

BASIC LIFT (ST>ST)/5 **16** DAMAGE Thr **1d-2** Sw **1d-1**
 BASIC SPEED **5.5** [0] BASIC MOVE **5** [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM × 1 5	Dodge 8
Light (1) = 2 × BL 32	BM × 0.8 4	Dodge -1 7
Medium (2) = 3 × BL 48	BM × 0.6 3	Dodge -2 6
Heavy (3) = 6 × BL 96	BM × 0.4 2	Dodge -3 5
X-Heavy (4) = 10 × BL 160	BM × 0.2 1	Dodge -4 4

Parry	Reaction Modifiers
8	
DX	
Block	Appearance: Status: +0 Other: -2 <i>Includes: -2 from 'Clueless'. Conditional: +4 from 'Electronics Wizard 4' when talent matters.</i>
6	
DX	

ADVANTAGES AND PERKS	
Electronics Wizard 4	[40]
Gadgeteer (Quick; Solder and Duct Tape, -50%)	[25]
Gizmo 3	[15]
Intuitive Mathematician	[5]
Single-Minded	[5]
Versatile	[5]
Efficient (Electronics Repair)	[1]
Efficient (Engineer)	[1]

DISADVANTAGES AND QUIRKS	
Bad Sight (Nearsighted; Glasses, -60%)	[-10]
Clueless	[-10]
Easy to Read	[-10]
Loner (12 or less, *1)	[-5]
Oblivious	[-5]
Pacifism (Cannot Harm Innocents)	[-10]
Shyness (Severe)	[-10]

SKILLS			
Skill	Level	Relative	Points
Climbing	12	DX+1	[4]
Computer Hacking/TL8	12	IQ+1	[1]
Includes: +4 from 'Electronics Wizard 4'			
Computer Operation/TL8	15	IQ+4	[1]
Includes: +4 from 'Electronics Wizard 4'			
Computer Programming/TL8	13	IQ+2	[1]
Includes: +4 from 'Electronics Wizard 4'			
Driving/TL8 (Automobile)	11	DX+0	[2]
Electrician/TL8	14	IQ+3	[1]
Includes: +4 from 'Electronics Wizard 4'			
Electronics Operation/TL8 (Communications)	14	IQ+3	[1]
Includes: +4 from 'Electronics Wizard 4'			
Electronics Operation/TL8 (Media)	14	IQ+3	[1]
Includes: +4 from 'Electronics Wizard 4'			
Electronics Repair/TL8 (Communications)	14	IQ+3	[1]
Includes: +4 from 'Electronics Wizard 4'			
Electronics Repair/TL8 (Computers)	10	IQ-1	[1]
Electronics Repair/TL8 (Media)	14	IQ+3	[1]
Includes: +4 from 'Electronics Wizard 4'			
Engineer/TL8 (Electrical)	13	IQ+2	[1]
Includes: +4 from 'Electronics Wizard 4'			
Engineer/TL8 (Electronics)	13	IQ+2	[1]
Includes: +4 from 'Electronics Wizard 4'			
First Aid/TL8	11	IQ+0	[1]
Notes: Physiology Modifiers apply (p. B181): Similar: -2 to -4 Very different: -5. Utterly alien: -6 or worse (GM's option). Machine: No roll possible! A successful roll against a suitable skill (usually Physiology (Race)) lets you avoid these penalties.			
Guns/TL8 (Pistol)	15	DX+4	[12]
Conditional: x2 from 'Bad Sight (Nearsighted; Glasses, -60%)' when calculating range penalties			

HAND WEAPONS							Cost	Weight
Qty	Weapon	Lvl (Pry)	Damage	Reach	ST	Notes		
	Bite	11 (No)	1d-3 cr	C		[1]		
	Kick	9 (No)	1d-2 cr	C,1		[1]		
	Punch	11 (8)	1d-3 cr	C		[1]		
NOTES								
[1] Brawling (p. B182) increases all unarmed damage; Claws (p. B42) and Karate (p. B203) improve damage with punches and kicks (Claws don't affect damage with brass knuckles or boots); and Boxing (p. B182) improves punching damage.								

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Lvl	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes		
1	Tasertron TE-76											350	2
	└ Primary	15	1d-3 pi-	0	5/5	1	1(5)	8	-2	2	[1]		
	└ Follow-up	15	HT-3 (0.5) aff		5/5			8			[1]		
NOTES													
[1] On a failed HT-3 roll, victim is stunned while trigger is depressed and for (20 - HT) seconds afterward, and can then roll vs. HT-3 to recover. Integral tactical light (High-Tech, p. 52).													

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	Portable Electrician Tool Kit		600	20	
1	Portable Electronics Repair Kit		1200	10	
Totals:				2150	32

CHARACTER NOTES

POINTS SUMMARY	
Attributes/Secondary Characteristics	[40]
Advantages/Perks/TL/Languages/Cultural	[103]
Familiarity	
Disadvantages/Quirks	[-60]
Skills/Techniques/Spells	[42]
Other	[]

SKILLS			
Skill	Level	Relative	Points
Hiking	11	HT+0	[2]
Knot-Tying	12	DX+1	[2]
Mathematics/TL8 (Applied)	13	IQ+2	[1]
Includes: +4 from 'Electronics Wizard 4'			
Scrounging	11	Per+0	[1]
Survival (Mountain)	11	Per+0	[2]
Throwing	12	DX+1	[4]
Conditional: x2 from 'Bad Sight (Nearsighted; Glasses, -60%)' when calculating range penalties			