



CHARACTER SHEET

Name J.W. Barrett  
 Ht Wt  
 Appearance

Player  
 Size Modifier 0 Age

Point Total 125  
 Unspent Points 0

<b>ST</b>	14	[ 40 ]	<b>HP</b>	15	<small>CURRENT</small>	[ 2 ]
<b>DX</b>	11	[ 20 ]	<b>Will</b>	11		[ 5 ]
<b>IQ</b>	10	[ 0 ]	<b>Per</b>	10		[ 0 ]
<b>HT</b>	13	[ 30 ]	<b>FP</b>	14	<small>CURRENT</small>	[ 3 ]

<b>Languages</b>	<b>Spoken</b>	<b>Written</b>	
English (Native Language)	(Native)	(Native)	[ 0 ]

<b>DR</b>	<b>TL: 8</b>	[ 0 ]
0	<b>Cultural Familiarities</b>	
	Western (Native)	[ 0 ]

BASIC LIFT 39      DAMAGE Thr 1d      Sw 2d  
 BASIC SPEED 6 [ 0 ]      BASIC MOVE 6 [ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
10	<b>Appearance:</b>
Brawling	<b>Status:</b> +0
<b>BLOCK</b>	<b>Other:</b> +1; <i>Includes:</i> +1 from 'Charisma'
0	Conditional: +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	39	BM x 1	6	Dodge	9
Light (1) = 2 x BL	78	BM x 0.8	4	Dodge - 1	8
Medium (2) = 3 x BL	117	BM x 0.6	3	Dodge - 2	7
Heavy (3) = 6 x BL	234	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	390	BM x 0.2	1	Dodge - 4	5

SKILLS			
Name	Level	Relative Level	
Administration	9	IQ-1	[ 1 ]
Bow (TL8)	10	DX-1	[ 1 ]
Brawling	14	DX+3	[ 8 ]
Carousing	13	HT+0	[ 1 ]
Current Affairs/TL8 (Sports)	10	IQ+0	[ 1 ]
Diplomacy	10	IQ+0	[ 4 ]
Conditional: +1 from 'Charisma' when making Influence rolls			
Driving/TL8 (Automobile)	10	DX-1	[ 1 ]
First Aid/TL8 (Human)	10	IQ+0	[ 1 ]
Fishing	10	Per+0	[ 1 ]
Games (Football)	14	IQ+4	[ 12 ]
Guns/TL8 (Rifle)	11	DX+0	[ 1 ]
Intimidation	11	Will+0	[ 2 ]
Conditional: +1 from 'Charisma' when making Influence rolls			
Leadership	11	IQ+1	[ 2 ]
Includes: +1 from 'Charisma'			
Lifting	13	HT+0	[ 2 ]
Mechanic/TL8 (Automobile)	9	IQ-1	[ 1 ]
Mechanic/TL8 (Home)	9	IQ-1	[ 1 ]
Professional Skill (Ranch-Hand)	10	IQ+0	[ 2 ]
Public Speaking	11	IQ+1	[ 2 ]
Includes: +1 from 'Charisma'			
Riding (Equines)	10	DX-1	[ 1 ]
Running	12	HT-1	[ 1 ]
Sports (Football)	14	DX+3	[ 12 ]
Stealth	10	DX-1	[ 1 ]
Survival (Mountain)	10	Per+0	[ 2 ]
Teaching	9	IQ-1	[ 1 ]
Wrestling	11	DX+0	[ 2 ]

TEMPLATES AND METATRAITS	
Athlete (Football Coach)	[ 0 ]
ADVANTAGES AND PERKS	
Charisma 1	[ 5 ]
Fit	[ 5 ]
High Pain Threshold	[ 10 ]
Power Grappling	[ 1 ]
DISADVANTAGES AND QUIRKS	
Code of Honor (Cowboy)	[ -15 ]
Fanaticism (Life, Liberty, and the Pursuit of Happiness)	[ -15 ]
Honesty (9 or less)	[ -15 ]
Impulsiveness (12 or less)	[ -10 ]
_Unused Quirk 2	[ -1 ]
_Unused Quirk 3	[ -1 ]
_Unused Quirk 4	[ -1 ]
A little shy about his name	[ -1 ]
Unrepentant "Cowboy"	[ -1 ]



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**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d cr	C	14 (10)			
	Bite	1d cr	C	14 (No)			
	Kick	1d+1 cr	C,1	12 (No)			

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight

**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**

Qty	Item	Location	Cost	Weight

**CHARACTER NOTES**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[	100	]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	21	]
Disadvantages/Quirks	[	-60	]
Skills/Techniques	[	64	]
Other	[		]