



## CHARACTER SHEET

Name Aaron Colt  
Ht 5' 11 Wt 200  
Appearance

Player  
Size Modifier 0 Age 25

Point Total 120  
Unspent Points 0

<b>ST</b>	12	[ 20 ]	<b>HP</b>	14	CURRENT	[ 4 ]
<b>DX</b>	12	[ 40 ]	<b>Will</b>	10		[ 0 ]
<b>IQ</b>	10	[ 0 ]	<b>Per</b>	10		[ 0 ]
<b>HT</b>	13	[ 30 ]	<b>FP</b>	13	CURRENT	[ 0 ]

BASIC LIFT 29 DAMAGE Thr 1d-1 Sw 1d+2  
BASIC SPEED 6.25 [ 0 ] BASIC MOVE 6 [ 0 ]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	29	BM x 1	6	Dodge	9
Light (1) = 2 x BL	58	BM x 0.8	4	Dodge - 1	8
Medium (2) = 3 x BL	87	BM x 0.6	3	Dodge - 2	7
Heavy (3) = 6 x BL	174	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	290	BM x 0.2	1	Dodge - 4	5

## TEMPLATES AND METATRAITS

Karate - Te (Martial Arts) [ 0 ]

## ADVANTAGES AND PERKS

Charisma 2 [ 10 ]  
Damage Resistance 1 (Tough Skin) [ 3 ]  
Fit [ 5 ]  
High Pain Threshold [ 10 ]  
Ground Guard [ 1 ]  
Style Familiarity (Karate - Te) [ 1 ]

## DISADVANTAGES AND QUIRKS

Compulsive Carousing (12 or less) [ -5 ]  
Crippled Arm [ -15 ]  
Ham-Fisted (Right Hand) -1 (One arm) [ -2 ]  
Honesty (12 or less) [ -10 ]  
Obsession (Martial perfection) (Long-Term Goal) (9 or less) [ -15 ]  
Stubbornness [ -5 ]  
Vow (raise above my social economic status) (Minor) [ -5 ]  
\_Unused Quirk 1 [ -1 ]  
\_Unused Quirk 2 [ -1 ]  
\_Unused Quirk 3 [ -1 ]  
\_Unused Quirk 4 [ -1 ]  
\_Unused Quirk 5 [ -1 ]

Languages	Spoken	Written

DR 0 +1	TL: 8 Cultural Familiarities [ 0 ]
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PARRY	Reaction Modifiers
10	Appearance: Status: +0 Other: +2; Includes: +2 from 'Charisma'
BLOCK	Conditional: -1 from 'Stubbornness', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, -1 from 'Ham-Fisted (Right Hand)' when being tidy or well-groomed matters, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4)
7	
DX	

## SKILLS

Name	Level	Relative Level	
Administration	9	IQ-1	[ 1 ]
Axe/Mace	11	DX-1	[ 1 ]
Breaking Blow	9	IQ-1	[ 2 ]
Carousing	14	HT+1	[ 2 ]
Diplomacy	4	IQ-6	[ 0 ]
Conditional: +2 from 'Charisma' when making Influence rolls			
Finance	8	IQ-2	[ 1 ]
Judo	12	DX+0	[ 4 ]
Conditional: +1 from 'Ground Guard' when both attacker and defeender is lying down			
Karate	14	DX+2	[ 12 ]
Leadership	7	IQ-3	[ 0 ]
Includes: +2 from 'Charisma'			
Lifting	13	HT+0	[ 2 ]
Pressure Points (Human)	9	IQ-1	[ 2 ]
Public Speaking	7	IQ-3	[ 0 ]
Includes: +2 from 'Charisma'			
Running	13	HT+0	[ 2 ]
Sex Appeal (Human)	10	HT-3	[ 0 ]
Conditional: +2 from 'Charisma' when making Influence rolls			
Sports (Football)	13	DX+1	[ 4 ]
Staff	11	DX-1	[ 1 ]
<b>Techniques</b>			
Aggressive Parry (Karate)	10		[ 2 ]
Arm Lock (Judo)	12		[ 0 ]
Back Kick (Karate)	10		[ 0 ]
Breakfall (Judo)	12		[ 0 ]
Counterattack (Karate)	11		[ 3 ]
Elbow Strike (Karate)	13		[ 1 ]
Evade (Judo)	12		[ 0 ]
Exotic Hand Strike (Karate)	14		[ 1 ]
Ground Fighting (Judo)	8		[ 0 ]
Ground Fighting (Karate)	10		[ 0 ]
Judo Throw (Judo)	12		[ 0 ]
Jump Kick (Karate)	10		[ 0 ]
Kicking (Karate)	13		[ 2 ]
Knee Strike (Karate)	14		[ 1 ]
Lethal Kick (Karate)	10		[ 0 ]
Lethal Strike (Karate)	12		[ 0 ]
Pressure-Point Strike (Karate)	13		[ 2 ]

**SKILLS (continued)**

<b>Name</b>	<b>Level</b>	<b>Relative Level</b>
<b>Techniques</b>		
Sweeping Kick (Karate)	12	[ 2 ]
Targeted Attack (Karate	-1	[ 2 ]
Exotic Hand Strike/Vitals)		
Targeted Attack (Karate	-1	[ 2 ]
Kick/Vitals)		
Targeted Attack (Karate	-2	[ 2 ]
Lethal Kick/Vitals)		
Targeted Attack (Karate	-1	[ 2 ]
Lethal Strike/Vitals)		
Targeted Attack (Karate	10	[ 2 ]
Punch/Neck)		



## CHARACTER SHEET

Aaron Colt

## HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes
	Aggressive Parry (Karate)	1d-3 cr	C	10 (No)		
	Bite	1d-2 cr	C	12 (No)		
	Elbow Strike (Karate)	1d	C	13 (No)		
	Exotic Hand Strike (Karate)	1d+1 cr	C	14 (No)		
	Jump Kick (Karate)	1d+3 cr	1,2	10 (No)		
	Karate					

Cost Weight

## RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes
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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
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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 &amp; POSSESSIONS

Qty	Item	Location
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Cost Weight

## CHARACTER NOTES

## POINTS SUMMARY

Attributes/Secondary Characteristics	[ 94 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 30 ]
Disadvantages/Quirks	[ -62 ]
Skills/Techniques	[ 58 ]
Other	[ ]

**HAND WEAPONS (continued)**

<b>Qty Weapon</b>	<b>Damage</b>	<b>Reach</b>	<b>Lvl(Pry)ST</b>	<b>Notes</b>	<b>Cost</b>	<b>Weight</b>
Karate						
Punch	1d cr	C	14 (10)			
Kick	1d+1 cr	C,1	13 (No)			
Knee Strike (Karate)	1d+1 cr	C	14 (No)			