



CHARACTER SHEET

Name Jeremiah Coldwater
 Ht 5'8 Wt 160 Size Modifier 0 Age 29
 Appearance Sandy blonde hair, watery blue eyes, fair skin

Player Rifleman
 Point Total 175
 Unspent Points 0

ST	11	[10]	HP	11	CURRENT	[0]
DX	13	[60]	Will	12		[10]
IQ	12	[40]	Per	14		[20]
HT	11	[10]	FP	11	CURRENT	[0]

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

DR	TL: 5	[0]
0	Cultural Familiarities	

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

PARRY	Reaction Modifiers
11	Appearance:
Brawling	Status: +0
BLOCK	Other: +0
8	Conditional: -1 from 'Killjoy' when lack of appreciation becomes obvious (upto -3), -1 from 'Callous' when past victim, or has Empathy
DX	

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

Name	Level	Relative Level
Area Knowledge (Colorado)	12	IQ+0 [1]
Blind Fighting (Guns)	13	Per-1 [4]
Body Language (Human)	13	Per-1 [1]
Brawling	15	DX+2 [4]
Parry: 11		
Camouflage	13	IQ+1 [2]
Fast-Draw/TL5 (Ammo)	16	DX+3 [4]
Fast-Draw (Long Arm)	14	DX+1 [1]
Guns/TL5 (Rifle)	18	DX+5 [16]
Observation	13	Per-1 [1]
Riding (Equines)	12	DX-1 [1]
Stealth	13	DX+0 [2]
Survival (Plains)	13	Per-1 [1]
Tracking	13	Per-1 [1]
Wrestling	13	DX+0 [2]
Parry: 10		
Zen Marksmanship (Guns (Rifle))	14	IQ+2 [16]
Techniques		
Targeted Attack/TL5 (Guns (Rifle)/Skull)	15	[5]

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Gunslinger (Two-Handed Guns)	[15]
Bend the Bullet (Guns (Rifle))	[1]
Quick Reload (Internal Magazine)	[1]
Rope Shooter (Rifle)	[1]
DISADVANTAGES AND QUIRKS	
Alcoholism	[-15]
Callous	[-5]
Insomniac (Mild)	[-10]
Killjoy	[-15]
Shyness (Severe)	[-10]
Wealth (Struggling)	[-10]
Wounded	[-5]



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Jeremiah Coldwater

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d-1 cr	C	15 (11)			
	Bite	1d-1 cr	C	15 (No)			
	Kick	1d cr	C,1	13 (No)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Lever-Action Carbine, .30	5d pi	4	450 / 3000	1	6+1 (3i)	18	10†	-4	2	3		300	7

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	[150]
Advantages/Perks/TL/Languages/Cultural Familiarity	[33]
Disadvantages/Quirks	[-70]
Skills/Techniques	[62]
Other	[]