



CHARACTER SHEET

Name Kurt Stanley Player Harrowed Point Total 175
 Ht 6'1" Wt 210" Size Modifier 0 Age 27? Unspent Points 0
 Appearance Broad shouldered, medium-length black hair, brown eyes

ST	13	[30]	HP	13	<small>CURRENT</small>	[0]
DX	12	[40]	Will	12		[10]
IQ	11	[20]	Per	12		[10]
HT	12	[20]	FP	12	<small>CURRENT</small>	[0]

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

DR	TL: 5	[0]
0	Cultural Familiarities	

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
10	Appearance:
Brawling	Status: +0
BLOCK	Other: -3; <i>Includes:</i> -2 from 'Bad Smell', -1 from 'Split Personality'
7	Conditional: -3 from 'Split Personality' when others witness a personality shift, -2 from 'Stuttering'
DX	

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	34	BM x 1	6	Dodge	9
Light (1) = 2 x BL	68	BM x 0.8	4	Dodge - 1	8
Medium (2) = 3 x BL	102	BM x 0.6	3	Dodge - 2	7
Heavy (3) = 6 x BL	204	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	340	BM x 0.2	1	Dodge - 4	5

SKILLS			
Name	Level	Relative Level	
Area Knowledge (Colorado)	11	IQ+0	[1]
Brawling	14	DX+2	[4]
Parry: 10			
Gambling	10	IQ-1	[1]
Guns/TL5 (Pistol)	15	DX+3	[8]
Guns/TL5 (Rifle)	13	DX+1	[0]
Hidden Lore (The Weird West)	10	IQ-1	[1]
Occultism	10	IQ-1	[1]
Riding (Equines)	11	DX-1	[1]
Soldier/TL5	13	IQ+2	[8]
Stealth	12	DX+0	[2]
Survival (Plains)	12	Per+0	[2]

TEMPLATES AND METATRAITS	
Harrowed (Secret)	[77]
ADVANTAGES AND PERKS	
Claws (Blunt Claws) (Switchable)	[4]
DISADVANTAGES AND QUIRKS	
Absent-Mindedness	[-15]
Code of Honor (Soldier's)	[-10]
Oblivious	[-5]
Post-Combat Shakes (12 or less)	[-5]
Short Attention Span	[-10]
Stuttering	[-10]
Wealth (Struggling)	[-10]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Brawling						
	Punch	1d+1 cr	C	14 (10)			
	Bite	1d cr	C	14 (No)			
	Kick	1d+2 cr	C,1	12 (No)			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Lever-Action Carbine, .30	5d pi	4	450 / 3000	1	6+1 (3i)	13	10†	-4	2	3		300	7
1	Revolver, .36	2d-1 pi	1	120 / 1300	1	6(3i)	15	10	-2	2	3		150	2.5

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		

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[130]
Advantages/Perks/TL/Languages/Cultural Familiarity	[81]
Disadvantages/Quirks	[-65]
Skills/Techniques	[29]
Other	[]