



CHARACTER SHEET

Name Marshal Tom Wilkinson Player The Law Point Total 175
 Ht 5'11" Wt 175 Size Modifier 0 Age 37 Unspent Points 0
 Appearance Pale blonde hair, hazel eyes, tanned skin, large mustache

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

Languages	Spoken	Written	
English (Native Language)	(Native)	(Native)	[0]
Sioux	(Broken)		[1]

DR	TL: 5	[0]
0	Cultural Familiarities	

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

PARRY	Reaction Modifiers
10	Appearance:
Brawling	Status: +0
BLOCK	Other: +0
7	Conditional: -4 from 'Reputation (The Law; To criminals and "shady" types)', +2 from 'Sense of Duty (The nation and its people)' when in dangerous situations if Sense of Duty is known, +1 from 'Workaholic', -1 from 'Workaholic'
DX	

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

SKILLS			
Name	Level	Relative Level	
Area Knowledge (Colorado)	12	IQ+0	[1]
Armoury/TL5 (Small Arms)	12	IQ+0	[2]
Body Language (Human)	14	Per+0	[2]
Brawling	14	DX+1	[2]
Parry: 10			
Criminology/TL5	13	IQ+1	[4]
Detect Lies	14	Per+0	[4]
Diplomacy	12	IQ+0	[4]
Fast-Draw (Pistol)	14	DX+1	[2]
Forced Entry	13	DX+0	[1]
Guns/TL5 (Pistol)	15	DX+2	[4]
Hidden Lore (The Weird West)	11	IQ-1	[1]
Intelligence Analysis/TL5	12	IQ+0	[4]
Interrogation	13	IQ+1	[4]
Intimidation	12	Will+0	[2]
Law (U.S. Criminal)	10	IQ-2	[1]
Leadership	12	IQ+0	[2]
Observation	14	Per+0	[2]
Occultism	11	IQ-1	[1]
Riding (Equines)	12	DX-1	[1]
Search	14	Per+0	[2]
Stealth	13	DX+0	[2]
Streetwise	12	IQ+0	[2]
Survival (Plains)	14	Per+0	[2]
Tactics	12	IQ+0	[4]
Tracking	14	Per+0	[2]

ADVANTAGES AND PERKS	
Legal Enforcement Powers 2	[10]
Patrons (US Marshals) (Equipment: no more than starting wealth; 6 or less)	[15]
Trained to reload a revolver with one arm at no penalty	[1]
DISADVANTAGES AND QUIRKS	
Duty (Marshals) (15 or less (almost always)) (Extremely Hazardous)	[-20]
Guilt Complex	[-5]
One Arm	[-20]
Reputation (The Law; To criminals and "shady" types) -4 (All the time; Large class)	[-10]
Sense of Duty (The nation and its people) (Large Group)	[-10]
Workaholic	[-5]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d-2 cr	C	14 (10)			
	Bite	1d-2 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
1	Gatling Pistol (Malf. 16)	2d pi+	1	130 / 1500	2x3	4(5)	15	12	-3	2	1		800	4
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

Qty	Item	Location	Cost	Weight

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[160]
Advantages/Perks/TL/Languages/Cultural Familiarity	[27]
Disadvantages/Quirks	[-70]
Skills/Techniques	[58]
Other	[]