



CHARACTER SHEET

Name Professor Ignatius Plume      Player Mad Scientist      Point Total 175  
 Ht 5'4"      Wt 130      Size Modifier 0      Age 40      Unspent Points 0  
 Appearance Red hair in an afro, fair skin, blue eyes, crooked teeth

<b>ST</b>	9	[-10]	<b>HP</b>	11	<small>CURRENT</small>	[ 4 ]
<b>DX</b>	11	[ 20 ]	<b>Will</b>	11		[ 5 ]
<b>IQ</b>	13	[ 60 ]	<b>Per</b>	12		[ 10 ]
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	<small>CURRENT</small>	[ 0 ]

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

<b>DR</b>	<b>TL: 5</b>	[ 0 ]
0	<b>Cultural Familiarities</b>	

BASIC LIFT 16      DAMAGE Thr 1d-2      Sw 1d-1  
 BASIC SPEED 5      [-10]      BASIC MOVE 5      [ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
8	<b>Appearance: -1/-1</b> <i>Unappealing Includes: -1 from 'Appearance'</i> <i>Appealing Includes: -1 from 'Appearance'</i>
<b>DX</b>	<b>Status: +0</b>
<b>BLOCK</b>	<b>Other: -2; Includes: -2 from 'Delusion ("Technology can solve ANY problem!")'</b> Conditional: +3 from 'Artificer'
6	
<b>DX</b>	

<b>ENCUMBRANCE</b>	<b>MOVE</b>	<b>DODGE</b>
None (0) = BL <b>16</b>	BM x 1 <b>5</b>	Dodge <b>8</b>
Light (1) = 2 x BL <b>32</b>	BM x 0.8 <b>4</b>	Dodge - 1 <b>7</b>
Medium (2) = 3 x BL <b>48</b>	BM x 0.6 <b>3</b>	Dodge - 2 <b>6</b>
Heavy (3) = 6 x BL <b>96</b>	BM x 0.4 <b>2</b>	Dodge - 3 <b>5</b>
X-Heavy (4) = 10 x BL <b>160</b>	BM x 0.2 <b>1</b>	Dodge - 4 <b>4</b>

SKILLS (continued)			
Name	Level	Relative Level	
Engineer/TL5 (Wheeled Motive System)	14	IQ+1	[ 1 ]
Engineer/TL5 (Steam Engine)	14	IQ+1	[ 1 ]
Engineer/TL5 (Clockwork)	14	IQ+1	[ 1 ]
Engineer/TL5 (Body Armor)	14	IQ+1	[ 1 ]
Engineer/TL5 (Electrical)	14	IQ+1	[ 1 ]
Engineer/TL5 (Electronics)	14	IQ+1	[ 1 ]
Engineer/TL5 (Materials)	14	IQ+1	[ 1 ]
Engineer/TL5 (Psychotronics)	14	IQ+1	[ 1 ]
First Aid/TL5 (Human)	13	IQ+0	[ 1 ]
Guns/TL5 (Pistol)	13	DX+2	[ 4 ]
Hazardous Materials/TL5 (Chemical)	12	IQ-1	[ 1 ]
Hidden Lore (The Weird West)	12	IQ-1	[ 1 ]
Mathematics/TL5 (Applied)	11	IQ-2	[ 1 ]
Mechanic/TL5 (Steam Engine)	15	IQ+2	[ 1 ]
Mechanic/TL5 (Wheeled Motive System)	15	IQ+2	[ 1 ]
Mechanic/TL5 (Clockwork)	15	IQ+2	[ 1 ]
Occultism	12	IQ-1	[ 1 ]
Physics/TL5	11	IQ-2	[ 2 ]
Research/TL5	12	IQ-1	[ 1 ]
Scrounging	14	Per+2	[ 4 ]
Surgery/TL5 (Human)	10	IQ-3	[ 1 ]
Weird Science	13	IQ+0	[ 8 ]

ADVANTAGES AND PERKS			
_Goggles: See Invisible (Spirits) (Gadget/Breakable: DR 2 or less; Gadget/Breakable: Size -5 or -6; Gadget/Can Be Stolen: Can only be taken by stealth or tricky)			[ 8 ]
_Stun/Sleep Ray: Affliction 1 (Gadget/Breakable: DR 3-5; Gadget/Breakable: Size -3 or -4; Gadget/Can Be Stolen: Thief must win a Quick Contest of DX or ST; Sleep (Secondary))			[ 7 ]
Artificer 3			[ 30 ]
Gizmo 1			[ 5 ]
Lightning Calculator			[ 2 ]
Quick Gadgeteer (Required Disadvantage; Worse Bugs)			[ 35 ]
Versatile			[ 5 ]
DISADVANTAGES AND QUIRKS			
Appearance (Unattractive)			[ -4 ]
Delusion ("Technology can solve ANY problem!") (Major)			[ -10 ]
Low Empathy			[ -20 ]
Manic-Depressive			[ -20 ]
SKILLS			
Name	Level	Relative Level	
Armoury/TL5 (Small Arms)	15	IQ+2	[ 1 ]
Beam Weapons/TL5 (Projector)	13	DX+2	[ 4 ]
Biology/TL5 (Earthlike)	11	IQ-2	[ 2 ]
Chemistry/TL5	11	IQ-2	[ 1 ]
Diagnosis/TL5 (Human)	12	IQ-1	[ 2 ]
Electronics Operation/TL5 (Scientific)	12	IQ-1	[ 1 ]
Electronics Repair/TL5 (Scientific)	15	IQ+2	[ 1 ]



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Professor Ignatius Plume

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	11 (No)			
	Kick	1d-2 cr	C,1	9 (No)			
	Punch	1d-3 cr	C	11 (8)			

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
	Stun/Sleep Ray: Affliction	HT-0 aff	3	10 / 100	1		0			1				
1	Derringer, .41	1d pi+	1	80 / 650	1	2(3i)	13	9	-1	2	3		100	.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	[	89	]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	92	]
Disadvantages/Quirks	[	-54	]
Skills/Techniques	[	48	]
Other	[		]