



CHARACTER SHEET

Name Curtis Adler  
 Ht 5'9" Wt 175 Size Modifier 0 Age 26  
 Appearance Short blond hair, dark blue eyes, wiry build

Point Total 400  
 Unspent Points 0

<b>ST</b>	13	[ 30 ]	<b>HP</b>	17	CURRENT	[ 8 ]
<b>DX</b>	13	[ 60 ]	<b>Will</b>	16		[ 5 ]
<b>IQ</b>	15	[ 100 ]	<b>Per</b>	15		[ 0 ]
<b>HT</b>	12	[ 20 ]	<b>FP</b>	12	CURRENT	[ 0 ]

Languages	Spoken	Written

DR 0	TL: 8 Cultural Familiarities	[ 0 ]
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BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED 7 [ 15 ] BASIC MOVE 7 [ 0 ]

PARRY 11	<b>Reaction Modifiers</b>
Karate	<b>Appearance:</b>
BLOCK 0	<b>Status:</b> +0 <b>Other:</b> -2; <i>Includes:</i> -2 from 'Delusion ("My ESP is never wrong!")' Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +2 from 'Parapsychologist'

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 34	BM x 1 7	Dodge 11
<b>Light (1) = 2 x BL 68</b>	<b>BM x 0.8 5</b>	<b>Dodge - 1 10</b>
Medium (2) = 3 x BL 102	BM x 0.6 4	Dodge - 2 9
Heavy (3) = 6 x BL 204	BM x 0.4 2	Dodge - 3 8
X-Heavy (4) = 10 x BL 340	BM x 0.2 1	Dodge - 4 7

ADVANTAGES AND PERKS	
Combat Reflexes	[ 15 ]
Danger Sense	[ 15 ]
ESP Talent 3	[ 15 ]
ESP: Aura Reading	[ 21 ]
ESP: Psychometry	[ 18 ]
ESP: Seekersense	[ 29 ]
Luck	[ 15 ]
Parapsychologist 2	[ 10 ]
PK Talent 1	[ 5 ]
PK: Telekinesis 6	[ 30 ]
Brave	[ 1 ]
Quick Reload (Magazine)	[ 1 ]

DISADVANTAGES AND QUIRKS	
Bad Sight (Farsighted) (Glasses)	[ -10 ]
Compulsive Behavior (Thrill Seeking) (9 or less)	[ -15 ]
Delusion ("My ESP is never wrong!") (Major)	[ -10 ]
Flashbacks (6-, 2d sec, -2 skill) (Mild)	[ -5 ]
Impulsiveness (15 or less)	[ -5 ]
Overconfidence (12 or less)	[ -5 ]
Vow (Never kill a human) (Major)	[ -10 ]
Wealth (Struggling)	[ -10 ]
Doesn't believe any lycanthrope can be fully civilized	[ -1 ]
Really afraid of getting a criminal record	[ -1 ]
Retro hipster ("Music sounds better on records than CDs," etc.)	[ -1 ]
Slightly arrogant; thinks he's smarter than any non-psi	[ -1 ]
Thinks he's much poorer than he actually is	[ -1 ]

SKILLS			
Name	Level	Relative Level	
Archaeology	14	IQ-1	[ 2 ]
Area Knowledge (Waco)	15	IQ+0	[ 1 ]
Autohypnosis	15	Will-1	[ 2 ]
Biology/TL8	13	IQ-2	[ 2 ]
Broadsword	14	DX+1	[ 4 ]
Parry: 11			
Computer Operation/TL8	15	IQ+0	[ 1 ]
Electronics Operation/TL8 (Psychotronics)	17	IQ+2	[ 2 ]
Expert Skill (Psionics)	16	IQ+1	[ 2 ]
First Aid/TL8	15	IQ+0	[ 1 ]
Guns/TL8 (Pistol)	14	DX+1	[ 1 ]
Guns/TL8 (Rifle)	15	DX+2	[ 4 ]
Hidden Lore (Lycanthropes)	15	IQ+0	[ 2 ]
Housekeeping	15	IQ+0	[ 1 ]
Judo	13	DX+0	[ 4 ]
Parry: 10			
Karate	14	DX+1	[ 8 ]
Parry: 11			
Knife	13	DX+0	[ 1 ]
Parry: 9			
Liquid Projector/TL8 (Sprayer)	14	DX+1	[ 2 ]
Mathematics/TL8 (Applied)	13	IQ-2	[ 1 ]
Meditation	14	Will-2	[ 1 ]
Mental Strength	18	Will+2	[ 4 ]
Mind Block	16	Will+0	[ 2 ]
Occultism	16	IQ+1	[ 1 ]
Photography/TL8	15	IQ+0	[ 2 ]
Physics/TL8 (Paraphysics)	16	IQ+1	[ 2 ]
Psychology	16	IQ+1	[ 2 ]
Research/TL8	15	IQ+0	[ 2 ]
Search	15	Per+0	[ 2 ]
Speed-Reading	14	IQ-1	[ 1 ]
Stealth	13	DX+0	[ 2 ]



CHARACTER SHEET  
Curtis Adler

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	Notes		
	Bite	1d-1 cr	C	13	(No)		
	Karate						
	Punch	1d+1 cr	C	14	(11)		
	Kick	1d+2 cr	C,1	12	(No)		
1	Silver-Coated Titanium Broadsword					2400	2.25
	swing	2d+1 cut	1	14	(11)		
	thrust	1d+3 imp	1	14	(11)		
1	Wooden Stake	1d (0.5) imp	C	13	(9)	4	.5

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Backup .40 standard	2d+1 pi+	1	140 / 1600	3	6+1(3)	14	8	-1	2			683	1.5
	silver	2d+2 pi+	1	140 / 1600	3	6+1(3)	14	8	-1	2				
	thermate	2d pi+	1	140 / 1600	3	6+1(3)	14	8	-1	2		[1]		
1	Entry Rifle AP+P	6d+1 (2) pi	4	380 / 2700	3	10+1(3)	15	10†	-5	4			1166	5.9
	HP+P	6d+1 (0.5) pi++	4	380 / 2700	3	10+1(3)	15	10†	-5	4				
	wooden	3d+1 pi+	4	190 / 1350	3	10+1(3)	15	10†	-5	4		[2]		
	PK: Telekinesis	1d-3 cr		20			13							
1	Sprayer	spec.		2	Jet	20	16	3	-1			Holy	10	.1

**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
30	_Available Cash		30	0
1	_Basic Gear		100	1.5
5	Backup .40 Ammo, Silver+P		510	2
5	Backup .40 Ammo, Standard		10	2
5	Backup .40 Ammo, Thermate+P		50	2
5	Backup .40, Magazine		185	0
1	Boots, Reinforced	feet	75	3
1	Camera, Film		80	.5
1	Cell Phone		100	.5
1	Coat, Long	torso, limbs	50	5
1	Collar, Reinforced	neck	10	.5
1	Cup, Athletic	groin	20	0
5	Entry Rifle Ammo, AP+P		165	5.5
5	Entry Rifle Ammo, HP+P		110	5.5
5	Entry Rifle Ammo, Wood+P		220	5.5
5	Entry Rifle, Magazine		170	0
1	Film, 36 exp.		2	0
1	Film, Infared, 36 exp.		30	0
1	Film, Kirlian, 36 exp.		100	0
1	Glasses, Ballistic	eyes	35	0
1	Gloves, Shooting	hands	50	.5
1	Hat, Leather	skull	60	.5
1	Headset, Bluetooth		50	.1
1	Holster, Concealed		125	1
2	Industrial Cleanser		10	2
1	Leggings, Sharp-Proof	legs	100	4
1	Load-Bearing Vest (20 lbs.)		30	2
1	Radio, Pocket (2 mi.)		50	.2
2	Silencer		2000	2
1	Sleeves, Sharp-Proof	arms	100	2
1	Sling		10	1
1	Tactical Light		100	.2
1	Vest, Concealable	torso	1000	2

**CHARACTER NOTES**  
[1] Thermate rounds have a 1d-2 burn follow-up. If the shot penetrates DR, this follow-up damage ignores DR!  
[2] Counts as a stake if shot into a vampire's heart.

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 238 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 175 ]
Disadvantages/Quirks	[ -75 ]
Skills/Techniques	[ 62 ]
Other	[ ]