



CHARACTER SHEET

Name Sunny Fields

Player

Point Total 400

Ht 5'4"

Wt 140

Size Modifier 0 Age 29

Unspent Points 0

Appearance Short hair dyed blonde, light brown eyes, toned build

ST	13	[30]	HP	18	CURRENT	[10]
DX	16	[120]	Will	13		[5]
IQ	12	[40]	Per	13		[5]
HT	13	[30]	FP	13	CURRENT	[0]

Languages	Spoken	Written

DR 0 +2	TL: 8 Cultural Familiarities	[0]
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BASIC LIFT 45 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 7 [-5] BASIC MOVE 8 [5]

PARRY 11 Judo	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +2 from 'Born War-Leader', +1 from 'Merchant' when buying or selling, +2 from 'Sense of Duty (Teammates)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness'
BLOCK 0	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 45	BM x 1 8	Dodge 11
Light (1) = 2 x BL 90	BM x 0.8 6	Dodge - 1 10
Medium (2) = 3 x BL 135	BM x 0.6 4	Dodge - 2 9
Heavy (3) = 6 x BL 270	BM x 0.4 3	Dodge - 3 8
X-Heavy (4) = 10 x BL 450	BM x 0.2 1	Dodge - 4 7

ADVANTAGES AND PERKS	
Born War-Leader 2	[10]
Combat Reflexes	[15]
Contact (HSG, Research group) (Effective Skill 15) (12 or less; Usually Reliable)	[8]
Damage Resistance 2 (Tough Skin)	[6]
Gunslinger	[25]
High Pain Threshold	[10]
Lifting ST 2	[6]
Luck	[15]
Night Vision 3	[3]
Wealth (Comfortable)	[10]
Off-Hand Weapon Training (Gun!)	[1]
Quick Reload (Gun!)	[1]

SKILLS			
Name	Level	Relative Level	
Administration	11	IQ-1	[1]
Camouflage	12	IQ+0	[1]
Carousing	13	HT+0	[1]
Computer Operation/TL8	13	IQ+1	[2]
Driving/TL8 (Automobile)	15	DX-1	[1]
Fast-Draw (Knife)	17	DX+1	[1]
Fast-Talk	12	IQ+0	[2]
First Aid/TL8	12	IQ+0	[1]
Gesture	13	IQ+1	[2]
Gun!	19	DX+3	[60]
Hidden Lore (Demons)	12	IQ+0	[2]
Hidden Lore (Vampires)	12	IQ+0	[2]
Intelligence Analysis/TL8	14	IQ+2	[4]
Judo	15	DX-1	[2]
Parry: 11			
Knife	17	DX+1	[2]
Parry: 11			
Leadership	13	IQ+1	[1]
Merchant	12	IQ+0	[2]
Observation	13	Per+0	[2]
Occultism	13	IQ+1	[4]
Savoir-Faire (Military)	14	IQ+2	[1]
Soldier/TL8	13	IQ+1	[4]
Stealth	16	DX+0	[2]
Tactics	16	IQ+4	[12]
Throwing	16	DX+0	[2]
Tracking	13	Per+0	[2]
Veterinary/TL8	12	IQ+0	[4]

DISADVANTAGES AND QUIRKS	
Alcoholism	[-15]
Bad Temper (12 or less)	[-10]
Code of Honor (Soldier's)	[-10]
Greed (12 or less)	[-15]
Nightmares (12 or less)	[-5]
Sense of Duty (Teammates) (Small Group)	[-5]
Stubbornness	[-5]
Ashamed and embarrassed about her drinking problem	[-1]
Doesn't find anything amusing about her name	[-1]
Former Marine and damned proud of it	[-1]
Has NO game (-4 to Sex Appeal rolls)	[-1]
Spends spare time trying to learn more about HSG	[-1]



CHARACTER SHEET
Sunny Fields

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	Notes			
2	Bayonet, Pistol	stab	C	19 (12)	Silver-Coated	240	2	
		swing	C, 1	19 (12)	Silver-Coated			
1	Bayonet, Rifle	1d+2 (0.5) imp	1	19 (13)	Wooden	4	1	
		Bite	C	16 (No)				
		Kick	C,1	14 (No)				
		Punch	C	16 (12)				
1	Silver-Coated Knife	swing	C,1	17 (11)		160	.75	
		thrust	C	17 (11)				
2	Wooden Stake	1d (0.5) imp	C	17 (11)		8	1	

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Assault Rifle												4216	7.9
	AP+P	5d+2 (2) pi-	7	800 / 3500	13	30+1(3)	19	8†	-5	2				
	holy	5d (0.5) pi+	9	800 / 3500	13	30+1(3)	19	8†	-5	2		Holy		
	thermate	4d+1 pi	7	800 / 3500	13	30+1(3)	19	8†	-5	2		[1]		
1	Auto Shotgun												5000	7.4
	silvershot	1d+1 pi	6	40 / 800	3x9	7+1(2i)	19	10†	-5	1		silver		
	thermate	4d-1 pi++	8	100 / 1200	3	7+1(2i)	19	10†	-5	4		[1]		
	HE+P	4d+2 (0.5) pi++	6	100 / 1200	3	7+1(2i)	19	10†	-5	4		[2]		
1	Crossbow	1d+5 imp	4	300 / 375	1	1(4)	19	7†	-6		4		300	6
1	Flamer (1 shot)	3d burn		40	Jet	1	19	6†	-4			[3]	500	7.8
2	Machine Pistol	2d+3 (0.5) pi+	3	130 / 1400	18	32(3)	19	10	-2	3		Holy	1642	12.4
1	Squirt Carbine	spec.		8	Jet	2(7)	21	4†	-3			Holy	30	3.5
2	Wooden Stake	1d (0.5) imp	0	6.5 / 13	1	T(1)	12	5	-2		4		8	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
922	_ Available Cash		922	0
1	_ Basic Gear		100	1.5
1	Assault Rifle Ammo (AP+P, HM Holy, Thermate+P)		1670	15
1	Auto Shotgun Ammo (Flare, HE+P, HM Silvershot, HM Thermate, Rock Salt)		1980	20
1	Backpack, Small (50 lbs.)		240	1
1	Binoculars		300	2.0001
1	Boots, Reinforced	feet	75	3
1	Cell Phone		100	.5
1	Collar, Reinforced	neck	10	.5
1	Computer, Laptop (C3)		4100	1.6668
1	Crossbow Bolts (Standard (imp), Bodkin (pi(2)), Willow-Leaf (cut))		30	1.5
1	Cup, Athletic	groin	20	0
1	First Aid Kit		10	1
3	Flare, Pen		45	.3
1	Flashlight, Smart (5/50 yds.)		600	.3334
1	Glasses, Ballistic	eyes	35	0
1	Gloves, Shooting	hands	50	.5
1	Hat, Leather	skull	60	.5
1	Headset, Bluetooth		50	.1
3	Holster, Concealed		750	2.0001
4	Holy Water, Bottle		8	2.4
1	Jeep		10000	0
1	Leggings, Sharp-Proof	legs	100	4
1	Load-Bearing Vest (20 lbs.)		60	1.3334
1	Machine Pistol Ammo (Holy+P)		690	13
1	Radio, Pocket (2 mi.)		50	.2
4	Silencer		4000	4
1	Sleeves, Sharp-Proof	arms	100	2
3	Sling		60	2.0001
6	Tactical Light		600	1.2
1	UV Bulb		25	0
1	Vest, Concealable	torso	1000	2
1	Wire Cutters (2d(2) cut)		60	1.3334

CHARACTER NOTES

- [1] Follow-up burning attack: 1d-2 (Rifle) or 1d+2 (Shotgun).
- [2] Follow-up 1d-1 explosive attack.
- [3] +1d burn/sec. for 2dx5 sec. (1dx5 past 25 yds.)

POINTS SUMMARY

Attributes/Secondary Characteristics	[240]
Advantages/Perks/TL/Languages/Cultural Familiarity	[110]
Disadvantages/Quirks	[-70]
Skills/Techniques	[120]
Other	[]