GURPS

CHARACTER SHEET

Name: Maja Kozakiewicz
Race: Dwarf
Appearance: Dwarven engineer lady

Player: Gotha
Ht: 140 **Wt:** 80 **Age:** 25

Spent: 150
Unspent: 0

ST 11[1]	[0]	**HP** 11	[0]	Basic Speed 5.5	[0]
DX 10	[0]	**Will** 13	[0]	Basic Move 5	[0]
IQ 13	[60]	**Per** 13	[0]	**BL** 24 lb (ST×ST)/5	
HT 12[2]	[10]	**FP** 12	[0]	Thr 1d-1	Sw 1d+1

[1] +1 from 'Dwarf ST Bonus', Cond. +2 from 'Fat' when you resist knockback
[2] +1 from 'Dwarf HT Bonus'

TL 9	[0]	**SM** -1[1]

[1] -1 from 'Dwarf SM Penalty'

Vision	13	Taste/Smell	13	Death Check	15[1]
Hearing	13	Fright Check	11[2]	High Jump	1.67 ft
Touch	13	Consciousness	12	Broad Jump	2.33 yd

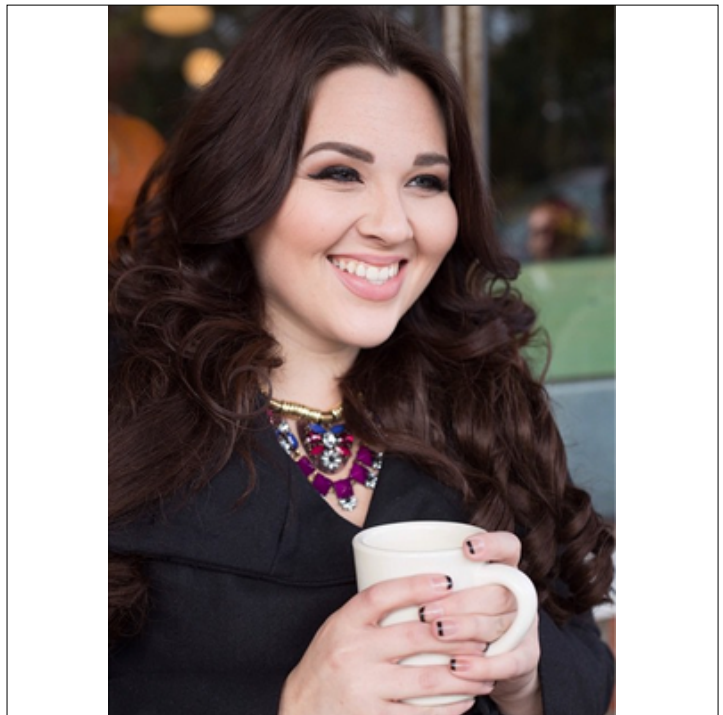[1] +3 from 'Hard to Kill'
[2] -2 from 'Cowardice'

PARRY	**PARRY**	**BLOCK**	**DODGE**	**OTHER**
8		6	8	
DX		DX		

Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	15	0	2		**Groin**	12/4*	0	–	
Neck	12/4*	0	–		**Arms**	12/4*	0	6	
Skull	2	0	–		**Hands**	8/2*	0	4	
Face	15	0	–		**Legs**	12/4*	0	6	
Torso	12/4*	0	–		**Feet**	12/6	0	4	

LIFTING FEATS

Name	1-Hand Lift[1]	2-Hand Lift[2]	Shove / Over[3]	Carry on Back[4]	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

[1] Takes 2 seconds to complete
[2] Takes 4 seconds to complete
[3] Double with a running start
[4] Lose 1 FP/sec while over X-Hvy enc.

ENCUMBRANCE TABLE

Name	None	Light	Med	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

REACTION MODIFIERS

Appearance: +1
  +1 from 'Appearance'
Status: +1
  +1 from 'Status'
Other: +0
  Cond. +1 from 'Fashion Sense' when in social situations, when you have a chance to plan your attire in advance, Cond. +2 from 'Sense of Duty (Dwarves)' when in dangerous situations if Sense of Duty is known, Cond. -2 from 'Cowardice' when from trained fighters, when cowadice matters, Cond. +3 from 'Claim to Hospitality (Family)' when members of same group, Cond. +1 from 'High-Heeled Heroine' when best left to the imagination, Cond. +1 from 'Merchant' when buying or selling, Cond. +2 from 'Robot Freak' when recognized by robot lovers, Cond. +1 from 'Compulsive Carousing' when from like-minded extroverts, Cond. -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4)

CULTURAL FAMILIARITIES

Name	Pts
Poland (Native)	[0]

LANGUAGES

Native	Spoken	Written	Pts
Polish (Native)	**Native**	**Native**	[0]

Non-native	Spoken	Written	Pts
English	**Native**	**Native**	[6]

TEMPLATES AND META-TRAITS

Name	Pts
Dwarf	[22]
Dwarf HT Bonus 1 {p. B15}	[10]
Dwarf ST Bonus 1 {p. B14}	[10]
Dwarf SM Penalty -1 {p. B19}	[0]
Alcohol Tolerance {p. B100, B100,PU2:13}	[1]
Night Vision 5 {p. B71, P87}	[5]
Hard to Kill 3 {p. B58}	[6]
Absolute Direction {p. B34}	[5]
Sense of Duty (Dwarves) (Entire Race) {p. B153}	[-15]

ADVANTAGES

Name	Pts
.Cyber Eye Protective Cover 2 (Temporary Disadvantage: Unhealing) {p. B71}	[2]
.Microscopic Vision Upgrade 2 (Temporary Disadvantage: Unhealing) {p. B68}	[7]
.Telescopic Vision Upgrade 1 (Temporary Disadvantage: Unhealing) {p. B92}	[4]
Appearance (Attractive) {p. B21}	[4]
Claim to Hospitality (Family) 2 {p. B41}	[2]
Fashion Sense {p. B21}	[5]
High-Heeled Heroine {p. PU2:14}	[1]
Pet (Cyborg-Farret "Foo-Foo v.2.0") {p. PU2:18}	[1]
Robot Freak 2 {p. B89}	[10]

ADVANTAGES (continued)

Name	Pts
Status (+1) {p. B28}	[0]
+1 from 'Wealth'	
Wealth (Wealthy) {p. B25}	[20]

DISADVANTAGES

Name	Pts
Compulsive Carousing (12 or less) {p. B128}	[-5]
Cowardice (12 or less) {p. B129}	[-10]
Curious (15 or less) {p. B129}	[-2]
Fat {p. B19}	[-3]
Habit (playing with her hair) {p. B164}	[-1]
Obsession (Create own Android) (Short-Term Goal) (12 or less) {p. B146}	[-5]
Pacifism (Self-Defense Only) {p. B148}	[-15]
Selfless (12 or less) {p. B153}	[-5]
Truthfulness (12 or less) {p. B159}	[-5]
Xenophilia (15 or less) {p. B162}	[-5]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (Konglomerat Warszawsko-Łódzki) {p. B176}	13	IQ+0	[1]
Armoury/TL9 (Body Armor) {p. B178}	12	IQ-1	[1]
Beam Weapons/TL9 (Pistol) {p. B179}	10	DX+0	[1]
Carousing {p. B183}	13	HT+1	[2]
Computer Operation/TL9 {p. B184}	14	IQ+1	[2]
Computer Programming/TL9 {p. B184}	14	IQ+1	[2]
+2 from 'Robot Freak'			
Cooking {p. B185}	12	IQ-1	[1]
Current Affairs/TL9 (Popular Culture) {p. B186}	13	IQ+0	[1]
Current Affairs/TL9 (Science & Technology) {p. B186}	13	IQ+0	[1]
Driving/TL9 (Automobile) {p. B188}	11	DX+1	[4]
Electronics Repair/TL9 (Computers) {p. B190}	13	IQ+0	[2]
Engineer/TL9 (Body Armor) {p. B190}	13	IQ+0	[0]
+2 from 'Robot Freak'			
Engineer/TL9 (Electrical) {p. B190}	13	IQ+0	[0]
+2 from 'Robot Freak'			
Engineer/TL9 (Electronics) {p. B190}	13	IQ+0	[0]
+2 from 'Robot Freak'			
Engineer/TL9 (Microtechnology) {p. B190}	13	IQ+0	[0]
+2 from 'Robot Freak'			
Engineer/TL9 (Nanotechnology) {p. B190}	13	IQ+0	[0]
+2 from 'Robot Freak'			
Engineer/TL9 (Robotics) {p. B190}	17	IQ+4	[12]
+2 from 'Robot Freak'			
Games (FPS) {p. B197}	13	IQ+0	[1]
Guns/TL9 (Pistol) {p. B198}	11	DX+1	[2]
Housekeeping {p. B200}	13	IQ+0	[1]
Machinist/TL9 {p. B206}	15	IQ+2	[2]
+2 from 'Robot Freak'			
Mathematics/TL9 (Applied) {p. B207}	13	IQ+0	[1]
+2 from 'Robot Freak'			
Mechanic/TL9 (Micromachines) {p. B207}	14	IQ+1	[1]
+2 from 'Robot Freak'			
Mechanic/TL9 (Nanomachines) {p. B207}	14	IQ+1	[1]
+2 from 'Robot Freak'			

SKILLS (continued)

Name	Level	Relative	Pts
Mechanic/TL9 (Robotics) {p. B207}	15	IQ+2	[2]
+2 from 'Robot Freak'			
Merchant {p. B209}	12	IQ-1	[1]
Photography/TL9 {p. B213}	12	IQ-1	[1]
Physics/TL9 {p. B213}	11	IQ-2	[2]
Research/TL9 {p. B217}	13	IQ+0	[2]
Speed-Reading {p. B222}	12	IQ-1	[1]
Swimming {p. B224}	15	HT+3	[1]
+3 from 'Fat'			
Typing {p. B228}	11	DX+1	[1]
Weird Science {p. B228}	12	IQ-1	[1]
+2 from 'Robot Freak'			
Writing {p. B228}	12	IQ-1	[1]

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[70]
Advantages, Perks	[84]
Disadvantages, Quirks	[-56]
Skills, Techniques	[52]
Total Points Spent:	**150**
Unspent Points:	**0**

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	10	–	1d-2 cr	C	–	–	–	
Kick	8	–	1d-1 cr	C,1	–	–	–	
Punch	10	8	1d-2 cr	C	–	–	–	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Small Knife: Swing	6	5	1d-2 cut	C,1	5	.5	4	
Small Knife: Thrust	6	5	1d-2 imp	C	5	.5	4	[1]

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Auto Pistol, 9mm (TL 9)	11	2d+2 pi	2	150 yd / 1.08 mi	3	18+1(3)	9	-2	2	2	3	[1]
Electrolaser Pistol: Affliction	10	HT-4(2) aff	4	40 yd / 80 yd	3	36(3)	4	-2	1	2.2	4	
Electrolaser Pistol: Linked	10	1d-3 burn	4	40 yd / 80 yd	3	36(3)	4	-2	1	2.2	4	
Small Knife	6	1d-2 imp	–	6 yd / 11 yd	1	T(1)	5	-1	–	.5	4	

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE

Mvmt.	1–2	3–4	5–6
Dmg.	1d-3	1d-2	1d-1

EQUIPMENT

Qty	Item	Cost	Weight
1	**Antibiotic (TL6)**	20	–
	Description: TL:6 Notes: Prevents or cures (in 1d days) infections.		
1	**Armored Shades (TL 9; TL9)**	100	1.6 oz
	Description: TL:9 LC:4 DR:10 Location:eyes Location: eyes		
1	**Assault Boots (TL 9; TL9)**	150	3 lb
	Description: TL:9 LC:4 DR:12/6 Notes: [3,6] DR increases with TL. After the TL of introduction, consult the table on p. B285. Split DR: use the higher DR only if the attack strikes the torso (if body armor), or skull (if headgear), or underside of the foot (if footwear). Location: feet		
1	**Auto Pistol, 9mm (TL 9; TL9)**	800	2 lb
	Description: TL:9 LC:3 Damage:2d+2 pi Acc:2 Range:150/1900 RoF:3 Shots:18+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes: [1] Includes "smartgun" electronics (see p. B278).		
1	**Auto Pistol, 9mm (TL 9, Ammunition; TL9)**	14	11.2 oz
1	**Ballistic Gloves (TL 9; TL9)**	30	–
	Description: TL:9 LC:4 DR:8/2* Notes: [1,2,3] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Concealable as or under clothing. DR increases with TL. After the TL of introduction, consult the table on p. B285. Location: hands		
1	**Batteries (TL6)**	1	–
	Description: TL:6		
5316	**CASH (TL0)**	0	–
1	**Cell Phone (TL8)**	250	4 oz
	Description: TL:8 Notes: Only works in some areas, $20/month fee. 10hrs.		
1	**Complete Wardrobe (Status +3; TL0)**	12000	20 lb
	Description: Includes one to four sets of ordinary clothes, plus nightclothes, one set each of formal wear and winter clothes, and usually at least one outfit (lab coat, uniform, gym clothes, etc.) appropriate to your job or hobbies. 100% of cost of living. 20+lbs.		
1	**Computer, Laptop (TL8)**	1500	3 lb
	Description: TL:8 Notes: Modem plugs into phone. 2hrs.		
1	**Electrolaser Pistol (TL9)**	1800	2.2 lb
	Description: TL:9 LC:4 Ammo:C [Mod:affliction Damage:HT-4 (2) aff Acc:4 Range:40/80 RoF:3 Shots:36(3) ST:4 Bulk:-2 Rcl:1 Skill:Beam Weapons (Pistol)], [Mode:linked Damage:1d-3 burn Acc:4 Range:40/80 RoF:3 Shots:36(3) ST:4 Bulk:-2 Rcl:1 Skill:Beam Weapons (Pistol)]		
1	**Electrolaser Pistol (Ammunition; TL9)**	10	8 oz
1	**First Aid Kit**	50	2 lb
	Description: Notes: A complete kit for treating wounds. +1 to First Aid skill.		
1	**Flashlight, Mini (TL7)**	10	4 oz
	Description: TL:7 Notes: 15' beam. 1hr.		
1	**GPS Receiver (TL8)**	200	3 lb
	Description: TL:8 Notes: Satellite-updated, grants Absolute Direction (Requires Signal). 24hrs.		

EQUIPMENT (continued)

Qty	Item	Cost	Weight
1	**Holster, Belt (TL5)**	25	8 oz
	Description: TL:5 Notes: Fits most pistols.		
1	**Holster, Shoulder (TL5)**	50	1 lb
	Description: TL:5 Notes: Allows use of Holdout, but gives -1 to Fast-Draw.		
1	**Matches (TL6)**	1.5	–
	Description: TL:6 Notes: Starts fires. Box of 50, waterproof.		
1	**Microframe (TL9; Hardened; High-Capacity)**	30000	80 lb
	Description: TL:9 LC:3 Complexity:6 (+2 at TL10, +3 at TL11, +4 at TL12) Storage: 1,000TB (Petrabyte at TL10, Exabyte at TL11, Zettabyte at TL12)		
1	**Mini-Recorder, Digital (TL8)**	30	8 oz
	Description: TL:8 Notes: As above, but without the tape!		
1	**Mirror, Hand**	15	1 lb
	Description: Glass-covered bronze or lead. Useful for peering around corners.		
1	**Personal Basics (TL0)**	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.		
1	**Personal Computer (TL9)**	1000	5 lb
	Description: TL:9 LC:4 Power:2C/20 hr. Complexity:5 (+2 at TL10, +3 at TL11, +4 at TL12) Storage: 100TB (Petrabyte at TL10, Exabyte at TL11, Zettabyte at TL12)		
1	**Petbot "Foo-Foo" (TL 9; TL9; SM -3; Furry; Realistic Flesh)**	975	1 lb
	Description: TL:9 LC:4 Power:2C/8 hr. Can weigh as much as 50lbs.		
1	**Respirator (TL9)**	300	3 lb
	Description: TL:9 LC:4 DR:10 Location:eyes, face Location: eyes, face		
1	**Rope, 3/8" (per 10 yards; TL1)**	5	1.5 lb
	Description: TL:1 Notes: Supports 300lbs.		
1	**Shovel (TL1)**	12	6 lb
	Description: TL:1 Notes: Speeds up digging.		
1	**Small Computer (TL9)**	100	8 oz
	Description: TL:9 LC:4 Power:2B/20 hr. Complexity:4 (+2 at TL10, +3 at TL11, +4 at TL12) Storage: 10TB (Petrabyte at TL10, Exabyte at TL11, Zettabyte at TL12)		
1	**Small Knife (TL0)**	30	8 oz
	Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]		
1	**SUV (TL8)**	45000	–
	Description: TL:8 Skill:Driving/TL (Automobile) ST/HP:68 Hnd/SR:0/4 HT:11f Move:3/50 Lwt:4 Load:1.5 SM:+3 Occ:1+4 DR:5 Range:400 Locations: G4W		
1	**Tiny Computer (TL9)**	50	12.8 dr
	Description: TL:9 LC:4 Power:2A/20 hr. Complexity:3 (+2 at TL10, +3 at TL11, +4 at TL12) Storage: 1TB (Petrabyte at TL10, Exabyte at TL11, Zettabyte at TL12)		
1	**TV Set, Mini (TL6)**	150	3 lb
	Description: TL:6 Notes: 5"x5" flat screen. 4hrs.		