



Name: Prof. Prof. Dr. Arnold Weitzman
 Race: Human
 Appearance:

Player: NPC Investigator
 Ht: 1.78m Wt: 150 lbs Age: 43

Spent: 275
 Unspent: 0

CHARACTER SHEET

ST 10 [0]	HP 12 [4]	Basic Speed 6 [0]
DX 12 [40]	Will 15 [0]	Basic Move 6 [0]
IQ 15 [100]	Per 17 [10]	BL 20 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-2 Sw 1d

TL 8 [0]	SM +0
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Vision 17	Fright Check 17*	Broad Jump 3 yd
Hearing 17	Consciousness 12	Money 16300
Touch 17	Death Check 12	
Taste/Smell 17	High Jump 2.17 ft	

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE					
Name	None	Light	« Med »	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb

* Takes 2 seconds to complete
 † Takes 4 seconds to complete
 ‡ Double with a running start
 § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS	
Appearance: +0	
Status: +0	
Other: +0*	

* Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +1 from 'Merchant' when buying or selling, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved

CULTURAL FAMILIARITIES		
Native		Pts
Western (Native) {p. B23}		[0]
Non-native		Pts
Eastern {p. B23}		[1]
Latino {p. B23}		[1]

LANGUAGES			
Native	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Mandarin {p. B24}	Accented	Accented	[4]
Spanish {p. B24}	Broken	Broken	[2]

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Independent Income 10 {p. B26}	[10]
Intuition {p. B63, P56}	[15]
Roll to guess correctly: 15 (IQ)	
Luck {p. B66, P59}	[15]
Wild Talent 1 {p. B99, P89}	[20]

DISADVANTAGES	
Name	Pts
Bad Temper (12 or less, *) {p. B124}	[-10]
Curious (12 or less, *) {p. B129}	[-5]
Honesty (12 or less, *) {p. B138}	[-10]
Insomniac (Mild) {p. B140}	[-10]
Secret (Past Crimes) (Utter Rejection) {p. B152}	[-10]
Sense of Duty (Team) {p. B153}	[-5]

QUIRKS	
Name	Pts
Unused Quirk 1 {p. B163}	[-1]
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Unused Quirk 5 {p. B163}	[-1]

SKILLS			
Name	Level	Relative	Pts
Accounting {p. B174}	13	IQ-2 [1]	
Type: IQ/H			
Administration {p. B174}	14	IQ-1 [1]	
Type: IQ/A			
Architecture/TL8 {p. B176}	16	IQ+1 [4]	
Type: IQ/A			
Area Knowledge (Westwood) {p. B176}	15	IQ+0 [1]	
Type: IQ/E			
Body Language (Human) {p. B181}	16	Per-1 [1]	
Type: Per/A			
Climbing {p. B183}	11	DX-1 [1]	
Type: DX/A			
Computer Operation/TL8 {p. B184}	15	IQ+0 [1]	
Type: IQ/E			
Current Affairs/TL8 (Science & Technology) {p. B186}	15	IQ+0 [1]	
Type: IQ/E			
Diplomacy {p. B187}	14	IQ-1 [2]	
Type: IQ/H			
Driving/TL8 (Automobile) {p. B188}	11	DX-1 [1]	
Type: DX/A			
Driving/TL8 (Construction Equipment) {p. B188}	11	DX-1 [1]	
Type: DX/A			
Electronics Operation/TL8 (Surveillance) {p. B189}	15	IQ+0 [2]	
Type: IQ/A			
First Aid/TL8 (Human) {p. B195}	15	IQ+0 [1]	
Type: IQ/E			
Forced Entry {p. B196}	12	DX+0 [1]	
Type: DX/E			
Forensics/TL8 {p. B196}	13	IQ-2 [1]	
Type: IQ/H			
Gesture {p. B198}	15	IQ+0 [1]	
Type: IQ/E			
Guns/TL8 (Pistol) {p. B198}	13	DX+1 [1]	
Type: DX/E			
Guns/TL8 (Shotgun) {p. B198}	14	DX+2 [4]	
Type: DX/E			
Holdout {p. B200}	14	IQ-1 [1]	
Type: IQ/A			
Intelligence Analysis/TL8 {p. B201}	16	IQ+1 [8]	
Type: IQ/H			
Interrogation {p. B202}	15	IQ+0 [2]	
Type: IQ/A			
Judo {p. B203}	11	DX-1 [2]	
Type: DX/H			
Parry: 9			
Karate {p. B203}	11	DX-1 [2]	
Description: Notes: Calculated damage takes into account bonuses from Claws and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate.			
Type: DX/H			
Parry: 9			
Lip Reading {p. B205}	17	Per+0 [2]	
Type: Per/A			
Mathematics/TL8 (Applied) {p. B207}	13	IQ-2 [1]	
Type: IQ/H			
Merchant {p. B209}	14	IQ-1 [1]	
Type: IQ/A			
Observation {p. B211}	17	Per+0 [2]	
Type: Per/A			
Photography/TL8 {p. B213}	14	IQ-1 [1]	
Type: IQ/A			
Physics/TL8 {p. B213}	12	IQ-3 [1]	
Type: IQ/VH			
Psychology (Human) {p. B216}	14	IQ-1 [2]	
Type: IQ/H			
Public Speaking {p. B216}	14	IQ-1 [1]	
Type: IQ/A			
Research/TL8 {p. B217}	16	IQ+1 [4]	
Type: IQ/A			

SKILLS (continued)			
Name	Level	Relative	Pts
Savoir-Faire (Academic Circles) {p. B218} Type: IQ/E	15	IQ+0	[1]
Savoir-Faire (High Society) {p. B218} Type: IQ/E	15	IQ+0	[1]
Search {p. B219} Type: Per/A	17	Per+0	[2]
Shadowing {p. B219} Type: IQ/A	15	IQ+0	[2]
Speed-Reading {p. B222} Type: IQ/A	14	IQ-1	[1]
Staff {p. B208} Type: DX/A Parry: 11	11	DX-1	[1]
Stealth {p. B222} Type: DX/A	12	DX+0	[2]
Teaching {p. B224} Type: IQ/A	16	IQ+1	[4]
Throwing {p. B226} Type: DX/A	11	DX-1	[1]
Tracking {p. B226} Type: Per/A	16	Per-1	[1]
Writing {p. B228} Type: IQ/A	14	IQ-1	[1]

MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	12	-	1d-3 cr	C	-	-	-	
Karate: Punch <i>Skill used: Karate</i>	11	9	1d-3 cr	C	-	-	-	
Karate: Kick <i>Skill used: Karate-2</i>	9	-	1d-2 cr	C,1	-	-	-	
Kick <i>Skill used: DX-2</i>	10	-	1d-2 cr	C,1	-	-	-	
Punch <i>Skill used: DX</i>	12	10	1d-3 cr	C	-	-	-	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Benelli M1 Super 90, 12G 3": Shot <i>Skill used: Guns (Shotgun)</i>	14	1d+1 pi	3	40 yd / 800 yd	3x9	7+1(2i)	10†	-5	1/4	8.2	3	[1]
Glock 17, 9x19mm <i>Skill used: Guns (Pistol)</i>	13	2d+2 pi	2	160 yd / 1.02 mi	3	17+1(3)	8	-2	2	1.9	3	[4]

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.
Shots "i": Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

PARRY			BLOCK			DODGE			OTHER		
9*	10*	8*	8/10*								
Judo	DX	DX	Med								
Loc.	DR	DBHP	Loc.	DR	DBHP	Loc.	DR	DBHP			
Eyes	10	0 2	Torso	12/5*+23	0 -	Legs	0	0 7			
Neck	0	0 -	Groin	12/5*	0 -	Feet	0	0 5			
Skull	14	0 -	Arms	0	0 7						
Face	10	0 -	Hands	0	0 5						

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -35	-36 -37 -38 -39 -40 -41 -42 -43 -44 -45 -46 -47	-48 -49 -50 -51 -52 -53 -54 -55 -56 -57 -58 -59

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5xHP or less: Immediate death.

FP	0 FP
12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -10 -11

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SLAM TABLE			
Mvmt.	1-2	3-4	5-7
Dmg.	1d-3	1d-2	1d-1

Qty	« Combat »	LOAD-OUTS	Cost	Weight
1	Assault Vest (TL8) {p. HT66}	Description: TL:8 LC:2 DR:12/5* Location:torso, groin Notes:[2] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: torso, groin	900	8 lb
1	Assault Vest Trauma Plates (TL8) {p. HT66}	Description: TL:8 LC:2 DR:23 Location:torso Location: torso	600	8 lb
5	Auto Pistol, 9mm (TL 7, Ammunition; TL7)	15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 Per Unit - Cost: 12, Weight: 9.6 oz	60	3 lb
1	Ballistic Helmet (TL 8; TL8) {p. B285}	Description: TL:8 LC:3 DR:12 Notes: [3] All TL7+ armor electronics and powered systems (including the battlesuit) work for (TL-6)x6 hours before they require recharging or refueling. DR increases with TL. After the TL of introduction, consult the table on p. B285. Notes: [3] Location: skull	250	3 lb
1	Ballistic Helmet Visor (TL 8; TL8) {p. B285}	Description: TL:8 LC:3 DR:10 Notes: [3,8] DR increases with TL. After the TL of introduction, consult the table on p. B285. Provides Protected Vision. Notes: [3,8] Location: eyes, face	100	3 lb
1	Benelli M1 Super 90, 12G 3" (TL8) {p. HT104}	Description: TL:8 LC:3 Ammo:0.8 lb. Damage:1d+1 pi Acc:3 Range:40/800 RoF:3x9 Shots:7+1(2i) ST:10† Bulk:-5 Rcl:1/4 Skill:Guns (Shotgun) Notes:[1], [1] First Rcl figure is for shot, second is for slugs. Notes: [1]	1000	8.2 lb
1	Glock 17, 9x19mm (TL8) {p. HT101}	Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi Acc:2 Range:160/1800 RoF:3 Shots:17+1(3) ST:8 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[4], [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. B407). Notes: [4]	600	1.9 lb
1	Ordinary Clothes (Status +0; TL0) {p. B266}	Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	120	2 lb
5	Pump Shotgun, 12G (Ammunition; TL6)	5 4 3 2 1 Per Unit - Cost: 14, Weight: 11.2 oz	70	3.5 lb
Totals:			3700	40.6 lb

POINTS SUMMARY	Pts	
Basic Attributes, Secondary Characteristics	174	
Advantages, Perks	83	
Disadvantages, Quirks	-55	
Skills, Techniques	73	
Total Points Spent:		275
Unspent Points:		0

SCRATCH PAD

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
07.11.2013: 0 pts		



DESCRIPTION

Prof. Prof. Dr. Arnold Weitzman war ein gefeierter Architekt und bekannter Lehrer an der University of California Los Angeles (UCLA). Er konnte einige grosse Projekte in China und Südamerika erfolgreich umsetzen und erlangte dadurch ein kleines Vermögen welches er gut angelegt hat. Auf dem Höhepunkt seines Schaffens, der Verleihung des Architect of the Year Awards in LA, ereilte ihn ein schreckliches Schicksal. Nachdem er und seine Frau nach der Feier in ihr Heim zurück kehrten, wurden sie von Einbrechern überrascht. Diese schlugen Arnold K.O., vergewaltigten seine Frau, raubten das Haus aus und zündeten es danach an. Ihm Feuer starb seine geschändete Frau, die geschändete Babysitterin und seine 2 Jahre alte Tochter Angel. Arnold wurde in letzter Sekunde von der Feuerwehr gerettet. Seit diesem Tag hat er seinen Job an der Uni an den Nagel gehängt und sein Leben dem Kampf gegen die Gangs gewidmet.