

GURPS

CHARACTER SHEET

Name: John Pérez
Race: Human
Appearance: Latino

Player: Tom Vogt
Ht: 1.80m Wt: 80kg Age: 36

Spent: 100
Unspent: 0

ST	11	[10]	HP	11	[0]	Basic Speed	5,75	[0]
DX	11	[20]	Will	11	[0]	Basic Move	5	[0]
IQ	11	[20]	Per	11	[0]	BL	24 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-1	Sw 1d+1
TL	8	[0]	SM	+0				

Vision	11	Fright Check	13*	High Jump	1.67 ft
Hearing	11	Consciousness	14†	Money	4715‡
Touch	11	Death Check	14§		
Taste/Smell	11	Broad Jump	2.33 yd		

* Includes: +2 from 'Combat Reflexes' ‡ Includes: +3050 from 'Money'
† Includes: +2 from 'Hard to Subdue' § Includes: +2 from 'Hard to Kill'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

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

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	-2*
* Includes: -2 from 'Bully'	

CULTURAL FAMILIARITIES	
Name	Pts
Western (Native) {p. B23}	[0]

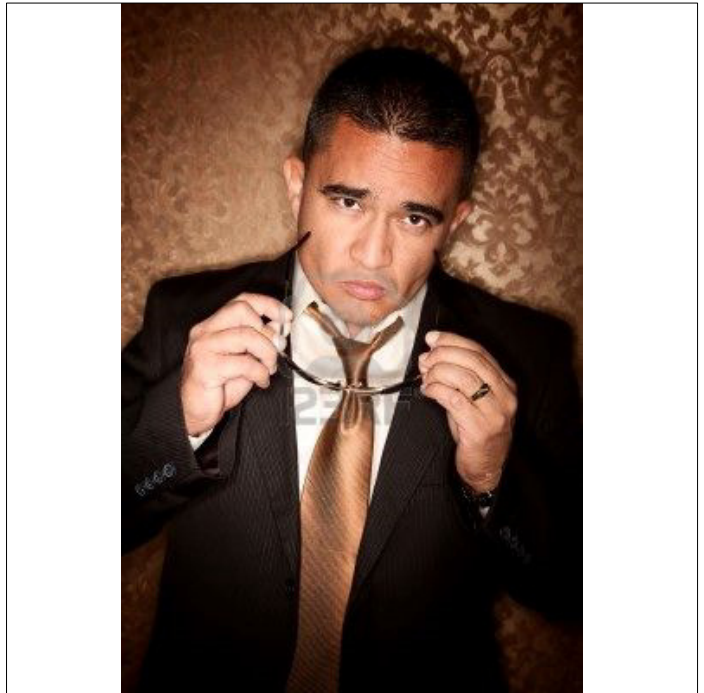
LANGUAGES			
Native	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Spanish {p. B24}	Native	Semi-Lit.	[4]

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[15]
Eidetic Memory {p. B51}	[5]
Roll: 11 (IQ)	
Hard to Kill 2 {p. B58}	[4]
Hard to Subdue 2 {p. B59}	[4]

DISADVANTAGES	
Name	Pts
Bully (15 or less, *0.5) {p. B125}	[-5]
Dependent (Mother, Wife, 2 Kids; No more than 50%; 9 or less, *1; Group of Dependents, *2; Loved one, *2) {p. B131}	[-20]
Duty (To Protect and Serve; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	[-20]
Secret (Mole of the Columbian Drug Cartel; Serious Embarrassment) {p. B152}	[-5]

QUIRKS	
Name	Pts
Likes Sports Bets {p. B164}	[-1]
Vow (Find the Murderer of his Father) {p. B165}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	11	DX+0	[4]



SKILLS (continued)			
DX based	Level	Relative	Pts
Brawling {p. B182}	13	DX+2	[4]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, 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. Parry: 10			
Climbing {p. B183}	10	DX-1	[1]
Driving/TL8 (Automobile) {p. B188}	10	DX-1	[1]
Fast-Draw (Pistol) {p. B194}	12*	DX+1	[1]
Guns/TL8 (Pistol) {p. B198}	15	DX+4	[12]
♠Guns/TL8 (Rifle) {p. B198}	13	DX+2	[1]
♠Guns/TL8 (Shotgun) {p. B198}	13	DX+2	[1]
♠Guns/TL8 (Submachine Gun) {p. B198}	13	DX+2	[1]
Shield (Shield) {p. B220}	11	DX+0	[1]
Block: 9			
Shortsword {p. B209}	10	DX-1	[1]
Parry: 9			
Throwing {p. B226}	10	DX-1	[1]
Wrestling {p. B228}	12	DX+1	[4]
Parry: 10			
IQ based	Level	Relative	Pts
Area Knowledge (South Central) {p. B176}	11	IQ+0	[1]
Criminology/TL8 {p. B186}	10	IQ-1	[1]
Diplomacy {p. B187}	9	IQ-2	[1]
Fast-Talk {p. B195}	11	IQ+0	[2]
First Aid/TL8 (Human) {p. B195}	11	IQ+0	[1]
Gambling {p. B197}	10	IQ-1	[1]
Holdout {p. B200}	10	IQ-1	[1]
Law (Criminal/Procedure) {p. B204}	9	IQ-2	[1]
Psychology (Human) {p. B216}	11	IQ+0	[4]
Streetwise {p. B223}	10	IQ-1	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	10	Will-1	[1]

* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>		13	10	1d-1 cr	C	-	-	
Brawling: Bite <small>Skill used: Brawling</small>		13	-	1d-1 cr	C	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>		11	-	1d cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Baton: swing <small>Skill used: Shortsword</small>		10	9	1d+1 cr	1	6	4	
Baton: thrust <small>Skill used: Shortsword</small>		10	9	1d-1 cr	1	6	4	
Small Knife: swing <small>Skill used: DX-4</small>		7	6	1d-2 cut	C,1	5	4	
Small Knife: thrust <small>Skill used: DX-4</small>		7	6	1d-2 imp	C	5	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Fragmentation Grenade (TL 7) <small>Skill used: Throwing</small>	10	8d cr ex [3d]	-	38 yd	-	-	-	-	-	2	[2]
Glock 22, .40 S&W <small>Skill used: Guns (Pistol)</small>	15	2d+2 pi+	2	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	3	[4]
IMI Uzi, 9x19mm <small>Skill used: Guns (Submachine Gun)</small>	13	3d-1 pi	3	170 yd / 1.08 mi	10	25(3)	9†	-4*	2	2	
Small Knife <small>Skill used: DX-4</small>	7	1d-2 imp	-	5.5 yd / 11 yd	1	T(1)	5	-1	-	4	
Stun Grenade <small>Skill used: Throwing</small>	10	HT-5 aff (10 yd.)	-	38 yd	-	-	-	-	-	2	[2.5]

ATTACKS TABLES COLUMN NOTES

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

SLAM TABLE				
1-2	3-4	5-6		
1d-3	1d-2	1d-1		

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	9*	9*	9*	
Brawling	DX	Shield (Shield)	None	

Loc.	HP	#
Eyes	2	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

Bonus DR: 0
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

FP 0 FP

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.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7(f)/-5(b)	-	Vitals*	-3
5	Face	-5(f)/-7(b)	-	Eye†	-9
6-7	Right Leg	-2	-	Ear	-7
8	Right Arm	-2	-	Nose	-7
9-10	Torso	-	-	Jaw	-6
11	Groin	-3	-	Spine‡	-8
12	Left Arm	-2	-	Limb Vein/Artery§	-5
13-14	Left Leg	-2	-	Neck Vein/Artery§	-8
15	Hand	-4	-	Arm/Leg Joint¶	-5
16	Foot	-4	-	Hand/Foot Joint¶	-7
17-18	Neck	-5			

* Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 † Only targetable by impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 § Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, and *New Hit Locations*, p. MA137.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

TECHNIQUES			
Name	Level	Relative	Pts
Handcuffing (Wrestling) {p. MA73}	12	def+2	[2]

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

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 at the start of your next turn and 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.

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Baton {p. B273} Description: TL:0 LC:4, [Mode:swing Dam:sw or Reach:1 Parry:0 ST:6 Skill:Shortsword], [Mode:thrust Dam:thr cr Reach:1 Parry:0 ST:6 Skill:Shortsword]	20	1 lb
1	Cell Phone {p. B288} Description: TL:8 Notes: Only works in some areas, \$20/month fee. 10hrs.	250	4 oz
1	Cigarette Lighter {p. B288} Description: TL:6 Notes: Lights fires.	10	–
1	Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr.	10	4 oz
1	Fragmentation Grenade (TL 7) {p. 277} Description: TL:7 LC:2 Dam:8d Fuse:4 Notes: [2] Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2]	40	1 lb
1	Fragmentation Vest (TL 8) {p. HT66} Description: TL:8 LC:3 DR:5/2* 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	350	9 lb
1	Glock 22, .40 S&W {p. HT101} Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi+ Acc:2 Range:160/1800 RoF:3 Shots:15+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	2.1 lb
1	Glock 22, .40 S&W (Ammunition, 15 Cartridges)	32	11.2 oz
1	Handcuffs {p. B289} Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz
1	Holster, Belt {p. B289} Description: TL:5 Notes: Fits most pistols.	25	8 oz
1	IMI Uzi, 9x19mm {p. HT124} Description: TL:7 LC:2 Ammo:1.1 lb. Damage:3d-1 pi Acc:3 Range:170/1900 RoF:10 Shots:25(3) ST:9† Bulk:-4* Rcl:2 Skill:Guns (Submachine Gun)	600	8.8 lb
1	Ordinary Clothes {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.	200	2 lb
1	Shoes {p. B284} Description: TL:1 LC:- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	40	2 lb
1	Small Knife {p. B272, B276} 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)] Notes: [1]	30	8 oz
2	SMG, 9mm (TL 7, Ammunition)	48	2.4 lb
1	Stun Grenade {p. 277} Description: TL:8 LC:2 Dam:HT-5 aff Fuse:2 Notes: [2,5] A vision and Hearing-Based affliction that affects a 10-yard radius. The Protected Hearing and Protected vision advantages each give +5 to the HT roll. If you fail to resist, you are stunned; roll against HT-5 to recover each turn. Also creates smoke in the area of affect. Takes one Ready maneuver to draw the grenade and a second Ready maneuver to pull the pin. Detonates 2-4 seconds later, depending on grenade type. Notes: [2,5]	40	1 lb
Totals:		2335	32 lb
Qty	Everything	Cost	Weight
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1	Shoes {p. B284} Description: TL:1 LC:- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	40	2 lb
1	Small Knife {p. B272, B276} 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)] Notes: [1]	30	8 oz
2	SMG, 9mm (TL 7, Ammunition)	48	2.4 lb
Totals:		2255	30 lb

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[70]
Advantages, Perks	[32]
Disadvantages, Quirks	[-52]
Skills, Techniques	[50]
Total Points Spent:	100
Unspent Points:	0

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
22.04.2011: 0 pts		

DESCRIPTION

John Pérez, Detectiv III LAPD

John Pérez, 1975 geboren in Los Angeles.

Vater und Mutter ursprünglich aus Kolumbien. Vater arbeitete für das kolumbianische Drogenkartell in den USA als Buchhalter. Wurde 1995 in LA von Triaden erschossen. Mörder wurden nie geschnappt. Mutter lebt noch.

John hat einen Abschluss von UCLA in Rechtspsychologie. Lies sich danach vom LAPD ausbilden und arbeitet heute als Detectiv III in der Drogenbekämpfung.

Skills durch Studium: schnelle Auffassungsgabe, Kombinationsfähigkeit von Fakten, gutes Detailgedächtnis. Wird beim LAPD manchmal auch als Profiler eingesetzt.

Sport: Schützenverein und Kampfsport

Sprachen: Fließend Englisch (Muttersprache) und Spanisch (Kolumbien)

John hat eine Frau und 2 Kinder und lebt in einem grossen Haus in LA, dass ihm sein Vater hinterlassen hat.

John hat ebenfalls Kontakte zum Kartell in Kolumbien. Er gibt dem Kartell manchmal Tipps vor grossen Razien, lässt highprofile Zeugen verschwinden, Zeugen die dem Kartell gefährlich werden könnten (keine kleinen Dealer, max 1-2 pro Jahr.).

Dafür wird er vom Kartell gut entlöhnt. John verdient zwar 110k \$ doch das ist reicht bei seinem Lebensstil nicht. Kinder sind an Privatschulen. Deshalb ist er auf das Geld des Kartells angewiesen.

Lässt bei Razien auch gerne mal ein Geldbündel mitgehen.

Ist aber sehr vorsichtig bei solchen Sachen. Protzt auch nicht gegen aussen

Macht gerne Sportwetten (kleines Laster). Aber kein zwanghafter Spieler.

Neigt bei Razien zu Gewalt (Physisch aber auch psychische, was er als psychologe gut kann). Zeigt gegenüber Fremden nie Gefühle. Hat kein Skrupel einen zu erschiessen und es dann als Notwehr hinzustellen.

Freunde sind vorallem Cops. Für Familie und Freunde geht er durchs Feuer!

Wartet auf den richtigen Moment um richtig gross abzusahnen. Vielleicht bei einer Razia und am besten bei den Triaden, wo er dann noch gleich alle erschiessen würde.

Machtgeil, liebt deshalb seinen Job als Cop.

Er kann Leute schikanieren, erniedrigen.

Weitere Anmerkungen:

> Thanks! Geiler Char, freue mich den heute umzusetzen!
>>
>> Da Max Power (char von willy) auch bei der drogenfahndung arbeitet stellt sich die frage ob ihr euch kennt... Aber muss zuerst alles durchlesen!
Kann man sicher machen. Die Polizei ist eine kleine Familie Wink

Meinen Dienstgrad habe ich von hier:
http://www.joinlapd.com/career_ladder.html

>>
>> Auf alle Fälle merci, hört sich sehr gut an...
Einen Punkt habe ich schlecht beschrieben. Habe gesagt, dass John manchmal physische oder psychische Gewalt anwendet. Was stimmt, aber es ist sehr berechnet. John ist clever und psychologe. Seine brutalität ist deshalb kalkuliert. Er weiss genau warum er einen zusammenschlaegt, eiskalt killt oder im verhör psychisch fertig macht. Manchmal kommt er zu falschen Schlussfolgerungen und es sieht deshalb falsch aus. Aber aus seiner sicht ist immer gewollt. Ist kein bezerkmodus Wink
Wenn er einfach john rambo wäre, dann hätte er es nicht zum Detektive 3 gebracht.

Aber er ist nicht einfach abzuhalten, wenn er einen Entscheid gefasst hat.

08/15 skills muss man ja sicherlich nicht beschreiben.jeder hat die cop Schule besucht, kennt sein Business, kann fahren, ballern etc.

Halt Cops wie man sie aus Film und Fernsehen kennt.