



Name: David "Cupido" Mason  
 Race: Human  
 Appearance: Gross, recht sportlich, blond, blaue Augen

Player: Tobias Kaufmann  
 Ht: 180 Wt: 70 Age: 23

Spent: 100  
 Unspent: 0

ST 11 [ 10]	HP 11 [ 0]	Basic Speed 5,5 [ 0]
DX 11 [ 20]	Will 12 [ 0]	Basic Move 5 [ 0]
IQ 12 [ 40]	Per 12 [ 0]	BL 24 lb (ST×ST)/5
HT 11 [ 10]	FP 11 [ 0]	Thr 1d-1 Sw 1d+1
TL 8 [ 0]		SM +0

Vision 12	Fright Check 14*	High Jump 1.67 ft
Hearing 12	Consciousness 13†	Money 2693
Touch 12	Death Check 13‡	
Taste/Smell 12	Broad Jump 2.33 yd	

\* Includes: +2 from 'Combat Reflexes' ‡ Includes: +2 from 'Hard to Kill'  
 † Includes: +2 from 'Hard to Subdue'

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: +0*	
* Conditional: +1 from 'Healer'	

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

LANGUAGES			
Name	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[ 0 ]

ADVANTAGES	
Name	Pts
Combat Reflexes {p. B43}	[ 15 ]
Hard to Kill 2 {p. B58}	[ 4 ]
Hard to Subdue 2 {p. B59}	[ 4 ]
Healer 1 {p. B90}	[ 10 ]
Description: Diagnosis, Esoteric Medicine, First Aid, Pharmacy, Physician, Physiology, Psychology, Surgery, Veterinary	
Legal Enforcement Powers 1 {p. B65}	[ 5 ]
Police Rank 1 {p. B29}	[ 5 ]

DISADVANTAGES	
Name	Pts
Bloodlust (9 or less, *1.5) {p. B125}	[ -15 ]
Duty (To Protect and Serve; 15 or less (almost always); Extremely Hazardous, -5) {p. B134}	[ -20 ]
Loner (12 or less, *1) {p. B142}	[ -5 ]
Obsession (Avenge the Parents; Long-Term Goal; 12 or less, *1) {p. B146}	[ -10 ]

SKILLS			
DX based	Level	Relative	Pts
Brawling {p. B182}	11	DX+0	[ 1 ]
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: 9			
Climbing {p. B183}	10	DX-1	[ 1 ]
Driving/TL8 (Automobile) {p. B188}	10	DX-1	[ 1 ]

SKILLS (continued)			
DX based	Level	Relative	Pts
Guns/TL8 (Pistol) {p. B198}	13	DX+2	[ 4 ]
Guns/TL8 (Shotgun) {p. B198}	12	DX+1	[ 1 ]
Shield (Shield) {p. B220}	11	DX+0	[ 1 ]
Block: 9			
Shortsword {p. B209}	10	DX-1	[ 1 ]
Parry: 9			
Wrestling {p. B228}	10	DX-1	[ 1 ]
Parry: 9			
IQ based	Level	Relative	Pts
Area Knowledge (Paramount) {p. B176}	12	IQ+0	[ 1 ]
Criminology/TL8 {p. B186}	11	IQ-1	[ 1 ]
Diagnosis/TL8 (Human) {p. B187}	11*	IQ-1	[ 1 ]
Diplomacy {p. B187}	10	IQ-2	[ 1 ]
Fast-Talk {p. B195}	11	IQ-1	[ 1 ]
First Aid/TL8 (Human) {p. B195}	14*	IQ+2	[ 2 ]
Holdout {p. B200}	11	IQ-1	[ 1 ]
Law (Criminal/Procedure) {p. B204}	10	IQ-2	[ 1 ]
Pharmacy/TL8 (Synthetic) {p. B213}	11*	IQ-1	[ 1 ]
Physician/TL8 (Human) {p. B213}	11*	IQ-1	[ 1 ]
Psychology (Human) {p. B216}	11*	IQ-1	[ 1 ]
Streetwise {p. B223}	11	IQ-1	[ 1 ]
Surgery/TL8 (Human) {p. B223}	10*	IQ-2	[ 1 ]
Will based	Level	Relative	Pts
Intimidation {p. B202}	11	Will-1	[ 1 ]

\* Includes: +1 from 'Healer'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	11	9	1d-2 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	11	-	1d-2 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	9	-	1d-1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Baton: swing <i>Skill used: Shortsword</i>	10	9	1d+1 cr	1	6	4	
Baton: thrust <i>Skill used: Shortsword</i>	10	9	1d-1 cr	1	6	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Glock 22, .40 S&W <i>Skill used: Guns (Pistol)</i>	13	2d+2 pi+	2	160 yd / 1.02 mi	3	15+1(3)	8	-2	2	3	[4]

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

PARRY	PARRY	BLOCK	DODGE	OTHER
9*	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'

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 crushing, cutting, impaling, piercing, and tight-beam burning attacks  
 ¶ Only targetable by crushing, cutting, impaling, 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.

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 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

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.

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

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.

TECHNIQUES			
Name	Level	Relative	Pts
Handcuffing (Wrestling) {p. MA73}	9	def+1	[ 1 ]

<b>LOAD-OUTS</b>				
<b>Qty</b>	<b>Combat</b>	<b>Cost</b>	<b>Weight</b>	
1	<b>Baton {p. B273}</b> Description: TL:0 LC:4, [Mode:swing Dam:sw or Reach:1 Parry:0 ST:6 Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 ST:6 Skill:Shortsword] <i>Location: torso, groin</i>	20	1 lb	
1	<b>Fragmentation Vest (TL 8) {p. HT66}</b> 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. <i>Location: torso, groin</i>	350	9 lb	
1	<b>Handcuffs {p. B289}</b> Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz	
1	<b>Holster, Belt {p. B289}</b> Description: TL:5 Notes: Fits most pistols.	25	8 oz	
1	<b>LAPD Police Officer Uniform {p. B266}</b> 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	<b>Shoes {p. B284}</b> Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] <i>Location: feet</i>	40	2 lb	
	<b>Totals:</b>	<b>675</b>	<b>15 lb</b>	
<b>Qty</b>	<b>Everything</b>	<b>Cost</b>	<b>Weight</b>	
1	<b>Baton {p. B273}</b> Description: TL:0 LC:4, [Mode:swing Dam:sw or Reach:1 Parry:0 ST:6 Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 ST:6 Skill:Shortsword] <i>Location: torso, groin</i>	20	1 lb	
1	<b>Fragmentation Vest (TL 8) {p. HT66}</b> 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. <i>Location: torso, groin</i>	350	9 lb	
1	<b>Handcuffs {p. B289}</b> Description: TL:5 Notes: Gives -5 to Escape.	40	8 oz	
1	<b>Holster, Belt {p. B289}</b> Description: TL:5 Notes: Fits most pistols.	25	8 oz	
1	<b>LAPD Police Officer Uniform {p. B266}</b> 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	<b>Shoes {p. B284}</b> Description: TL:1 LC:-- DR:1* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] <i>Location: feet</i>	40	2 lb	
	<b>Totals:</b>	<b>675</b>	<b>15 lb</b>	
<b>SCRATCH PAD</b>				

<b>POINTS SUMMARY</b>	<b>Pts</b>
Basic Attributes, Secondary Characteristics	80
Advantages, Perks	43
Disadvantages, Quirks	-50
Skills, Techniques	27
<b>Total Points Spent:</b>	<b>100</b>
<b>Unspent Points:</b>	<b>0</b>

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

## DESCRIPTION

### Wer bin ich?

Ein Medizinstudent, dessen Eltern und Freundin bei einer Schiesserei zwischen Gangs ums Leben kamen. Er brach das Studium ab, um als Polizist die Täter zu schnappen. Enttäuscht vom Rechtssystem kam er zum Schluss, dass Gewalt zu mehr Gerechtigkeit führt.

### Welche Rolle soll Euer Charakter (also IHR!) in diesem Abenteuer spielen?

Der intelligente, medizinisch begabte, mit Hang zur Gewalt (gegen Verbrecher)

### Wo wurde Euer Charakter geboren und wo wuchs er auf?

Paramount alles dort

### Wo lebt er heute?

Immer noch dort im Haus der Eltern um seinen Hass zu nähren.

### Hat er Geschwister, ist er verheiratet?

Weder noch.

### Kinder?

Wer weiss

### Wer waren die Eltern des Charakters, kennt er sie überhaupt?

Die bestesten Eltern der Welt. Ja, wie er sie kannte.

### Leben diese noch?

Nein, siehe oben

### Wenn nicht, was ist mit ihnen geschehen?

Wurden in Inglewood erschossen.

### Welche Ausbildung hat der Charakter?

Abgebrochenes Medizinstudium, Polizeiakademie

### War er ein Lehrling, ein Student oder hat er sich seine Fähigkeiten selbst beigebracht?

s.o.

### Was ist seine derzeitige Stelle?

Streifen-Polizist

### Welche anderen Jobs hat er vorher ausgeübt?

Serviert.

### Welcher sozialen Schicht gehört er an?

unterer Mittelstand

### Wie reich ist er?

-

### Wer sind seine Freunde?

Hat sich von der Aussenwelt abgekapselt, als seine Eltern und so erschossen wurden

### Wer seine Feinde?

Die Gangs aber die wissens nicht

### Wer sind seine Arbeitskollegen?

Die Polizisten, nicht? oder fang ich erst gerade mit der Polizeischule an? -> Nein, du bist ausgebildeter Polizist, aber

erst seit kurzem

### Welches waren die wichtigsten Momente seines Lebens?

Mit seinen bestesten Eltern der Welt waren alle Momente am wichtigsten. Bis zu jenem Tag...

### Was hat er gerne, was hasst er?

Er hasst Gangs. Er mag es sich auszumalen, wie er sie rächt.

### Hat er irgendwelche Hobbies und Interessen?

Medizin interessiert ihn nach wie vor. Sonst das schiessen.

### Wie ist sein Glaube?

Ist vom Glauben abgefallen seit dem Tag...

### Welche moralischen Werte vertritt er?

Gewalt kann durchaus Gerechtigkeit schaffen. Schnell, unbürokratisch und jeder versteht sie.

### Was ist seine Motivation?

s.o.

### Welche Pläne hat er für die Zukunft?

Nachdem seine Eltern gerächt sind, das Studium beenden und armen Menschen helfen.

### Wie sieht Euer Charakter aus (In Wort und Bild)?

Gross, recht sportlich, blond, blaue Augen

### Wie gross, schwer, alt ist der Charakter?

180, 70, 23

### Wie lautet der Vor- und Nachname Eures Charakters?

David "Cupido" Mason