



Name: John Pérez  
Race: Human  
Appearance: Latino

Player: Tom Vogt  
Ht: ? Wt: ?

Age: ? 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	2443
Touch	11	Death Check	14‡		
Taste/Smell	11	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:	-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	Native	[ 6]

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]
Legal Enforcement Powers 1 {p. B65}	[ 5]
Police Rank 1 {p. B29}	[ 5]

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}	10	DX-1	[ 2]

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]
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}	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}	12	IQ+1	[ 4]
Diplomacy {p. B187}	9	IQ-2	[ 1]
Fast-Talk {p. B195}	10	IQ-1	[ 1]
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]

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	13	10	1d-1 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	13	-	1d-1 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	11	-	1d 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
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'

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, 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	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
6 5 4 3 2	-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
1	-10	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.

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

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



<b>POINTS SUMMARY</b>	<b>Pts</b>
Basic Attributes, Secondary Characteristics	[ 70 ]
Advantages, Perks	[ 44 ]
Disadvantages, Quirks	[ -52 ]
Skills, Techniques	[ 38 ]
<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		