

Name: Claude Disler Player: Stefan Leuenberger Spent: 100 Race: Human Ht: 1.74m Wt: 171 lbs Age: 26 Unspent: 0

Appearance: Berufssoldat, hält Kommunikationseinrichtigungen in Stand. Sportlich Unterwegs unternimmt er in seiner Freizeit Wanderungen und zum Teil auch Kletterpartien. Neustens trainiert er für

einen Marathon.

CHARACTER SHEET

ST	11	[10]	HP	11	[0]	Basic Speed 6	[0]
DX	12*	[40]	Will	11	[0]	Basic Move 6	[0]
IQ	11	[20]	Per	11	[BL 24 lk) (ST×	ST)/5
нт	12	[20]	FP	12	[0]	Thr 1d-1	Sw 1d+	-1
* Cond	* Cond3 from 'Bad Sight (Farsighted)' when performing close manual tasks									

TL₈ 0] SM +0 [

Vision	11*	Taste/Smell	11	Death Check	12
Hearing	11	Fright Check	11		
Touch	11	Consciousness	12		

Cond. -6 from 'Bad Sight (Farsighted)' when item is within 1 yard

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
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 immediately and at the start of any turn you choose a maneuver other than Do Nothing. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below

-5×HP or less: Immediate death

FP			•		0 FP
					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.

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

LIFTING FEATS								
1-Hand 2-Hand Shove / Carry on Shift								
Name	Lift*	Lift [†]	Over [‡]	Back§	Slightly			
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb			
* Takes 2 seconds to complete					ry enc.			

JUMP TABLE									
Mvmt.	Rest	1	2	3	4	5+			
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd			
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd			

REACTION MODIFIERS				
Appearance: +0				
Status: +0				
Other: +0*				
* Cond. +1 from 'Born Soldier' when Other soldiers				

ADVANTAGES		
Name		Pts
Born Soldier 1 {p. MA:FC17, SV15, PU3:12}	[5]
Description: Leadership, Savoir-Faire (Military), Scrounging, Soldier and Tactics		
Luck {p. B66, P59}	_[15]

DISADVANTAGES	
Name	Pts
Bad Sight (Farsighted) (p. B123)	[-25]

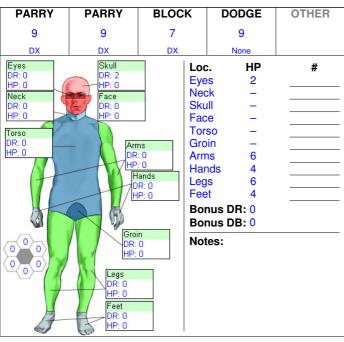
QUIRKS	
Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 (p. B163)	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 (p. B163)	[-1]
_Unused Quirk 5 (p. B163)	[-1]

SKILLS			
Name	Level	Relative	Pts
Administration {p. B174}	10	IQ-1	[1
Area Knowledge (Wangen an der Aare)	-11	IQ+0	[1
{p. B176}			
Climbing {p. B183}	11	DX-1	[1]
Diplomacy (p. B187)	9	IQ-2	[1
Driving/TL8 (Automobile) {p. B188}	11	DX-1	[1
Driving/TL8 (Tracked) {p. B188}	11	DX-1	[1
Electrician/TL8 {p. B189}	10	IQ-1	[1
Electronics Operation/TL8	10	IQ-1	[1
(Communications) {p. B189}			
Electronics Repair/TL8	10	IQ-1	[1
(Communications) {p. B190}			
First Aid/TL8 (Human) {p. B195}	11	IQ+0	[1
Hiking {p. B200}	11	HT-1	[1
Leadership {p. B204}	11*	IQ+0	[1
NBC Suit/TL8 {p. B192}	11	DX-1	[1
Running (p. B218)	11	HT-1	[1
Savoir-Faire (Military) {p. B218}	12*	IQ+1	[1
Scrounging {p. B218}	12*	Per+1	[1
Soldier/TL8 {p. B221}	11*	IQ+0	[1
Stealth {p. B222}	11	DX-1	[1
Tactics {p. B224}	10*	IQ-1	[1
Throwing {p. B226}	11	DX-1	[1
* +1 from 'Born Soldier'			

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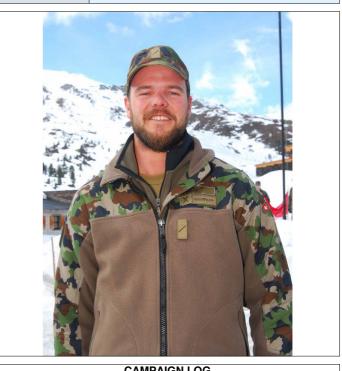
		MELEE A	TTACKS					
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	12	_	1d-2 cr	С	_	_	_	
Skill used: DX								
Kick	10	_	1d-1 cr	C,1	_	_	_	
Skill used: DX-2								
Punch	12	9	1d-2 cr	С	_	_		
Skill used: DX								

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



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	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	
	<u>-</u>	-1	-2	-3	-4	
Dodge	9	8	7	6	5	

SCRATCH PAD		



CAMPAIGN LOG				
Points: (logged) 0	+ (other) 0	= (total) 0		
Initial Character Crea	ition			
Character created using GURPS Character Assistant 4				
22.12.2013: 0 pts				

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [
Advantages, Perks [20]
Disadvantages, Quirks [-30]
Skills, Techniques [20]
Total Points Spent:	100
Unspent Points:	0

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