

Spent: 100

 Name: Claude Disler
 Player: Stefan Leuenberger
 Spent: 10

 Race: Human
 Ht: 1.74m
 Wt: 171 lbs
 Age: 26
 Unspent: 0

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

CHARACTER SHEET

(CHA	RACTE	RSHE	ET				TXI	etterp			
ST	11	[10] H	IP	11	[<mark>0</mark>]	Basic Speed	6	[0]
DX	12	[40] V	Vill	11	[0]	Basic Move	6	[0]
IQ	11	[20] P	er	11	[0]	BL	24 II			
нт	12	[20] F	Ρ	12	[0]	Thr 10	<u></u> 1-1	Sw	st×s d+1	
		-										
TL	8						[0]	SM	+0		
Visic					/Smel		11	Deat	h Che	ck	1	2
Hear Touc					t Chec ciousr		11 12					
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1	9 8 7 1 3 2	-10	3-4 -11 8-9 -16 -21	-17 -18	3 -14 -15 8 -19 -20	-32	-25 -26 -30 -31	-33 -34 -4 -38 -39 -4 -43	HP 35 -36 -37 10 -41 -42	-44 -45 -49 -50 -54	× H -46 -51 ⊰	47 -48 52 -53
		s are cumul HP: Dodge/					effects s	suffered	from FF	loss.		
0	HP or l		ately and									an
-1×	HP or le	Do Not ess: Make a	hing.									
		0. ess: Immedi				,						
	098	0 FP	3-4 eff	fects ss th	s effects suffered an 1/3 F FP or les	from HF P: Dodg loss of such s: Make any n critica vs. he	P loss. e/2, Mc does no as HP a a Will naneuve al failure eart atta	ive/2, ar t effect : and dam	nd ST/2 ST-base nage. ncapaci than Dc an imme ry point	(round ed quar tation b Nothir ediate F	up); itities before ig, oi IT ro	s, e n a
				-1×F	P or les	s: Imme	diate u	nconscie	ousness			
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from your HP instead.												
				LIF	TING	FEAT	S					
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Nam Basi			-Hand Lift [*] 48 lb	2		FEAT I Sh O	S	Ca B		SI	Shif igh 200	tly
Basi * Take	C es 2 sec	conds to com	Lift* 48 lb plete	2	2-Hanc Lift [†]	FEAT I Sh O 2	S nove / ver [‡] 88 lb le with a	Ca B 3 a runnin	r ry or ack [§] 60 lb g start	SI 12	igh 200	tly
Basi * Take	C es 2 sec		Lift* 48 lb plete	2	2-Hanc Lift [†] 192 lb	FEAT Sh O 2 ‡ Doubl § Lose	S over‡ 88 lb e with a 1 FP/se	Ca B 3 a runnin	r ry or ack [§] 60 lb g start	SI 12	igh 200	tly
Basi * Take	C es 2 sec es 4 sec	conds to com	Lift* 48 lb plete	2	2-Hanc Lift [†]	FEAT Sh O 2 ‡ Doubl § Lose	S over‡ 88 lb e with a 1 FP/se	Ca B 3 a runnin	r ry or ack [§] 60 lb g start	Sli 12 Hvy end	igh 200	tly
Basi * Take † Take Mvr Hig	C es 2 sec es 4 sec mt. gh	conds to con conds to con Rest 2.17 ft	Lift* 48 lb nplete nplete 1 2.67	2 JI 7 ft	2-Hanc Lift [†] 192 lb UMP T 2 1.06	FEAT O 2 ‡ Doubl § Lose TABLE	S Nove / Nver [‡] 88 lb le with a 1 FP/se 3 1.22 y	/ Ca B 31 a runnin, c while	rry or ack [§] 60 lb g start over X-1 4 .39 yd	Sli 12 Hvy end 1.4	igh 200 5. 5+	tly lb /d
Basi * Take † Take Mvr Hig	C es 2 sec es 4 sec mt.	conds to con conds to con Rest	Lift* 48 lb nplete nplete	2 JI 7 ft	2-Hanc Lift [†] 192 lb UMP T 2 1.06	FEAT O 2 ‡ Doubl § Lose TABLE	S Nover 88 Ib le with a 1 FP/se	/ Ca B 31 a runnin, c while	rry or ack§ 60 lb g start over X-1	Sli 12 Hvy end 1.4	igh i 200 5.	tly lb /d
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Basi * Take † Take † Take Mv Hig Brc	C es 2 sec es 4 sec mt. gh bad	Rest 2.17 ft 3 yd	Lift* 48 lb nplete nplete 2.67 3.67	2 JI 7 ft yd	2-Hanc Lift [†] 192 lb UMP T 2 1.06 4.33	FEAT J Sh O 2 ‡ Doubl § Lose TABLE yd yd	S nove / Nver‡ 88 lb le with a 1 FP/se 1 FP/se 1 .22 y 5 yd	/ Ca B 3 a runnin c while /d 1 5	rry or ack [§] 60 lb g start over X-1 4 .39 yd	Sli 12 Hvy end 1.4	igh 200 5. 5+	tly lb /d
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Basii * Take † Take † Take Mv Hig Brc Statu Othe * C Nam Borr Descri Luck Nam	C cs 2 sec ss 4 sec mt. gh bad caran us: +C cr: +0 ond. +1 ne e of H ous (Rest 2.17 ft 3 yd ce: +0 from 'Born dier 1 {p. eadership, i 366, P59} donor (So 12 or less	Lift* 48 lb aplete aplete aplete plete 2.67 3.67 RE. Soldier' w MA:FC Savoir-Fe Savoir-Savoir-Fe Savoir-Fe Savoir-Savoir-Savoir-Fe Savoir-Savoir-Savoir-Savoir-Savoir-Fe Savoir-Savoir-Savoir-Savoir-Savoir-Savoir-Savoir-Savoir-Savoir-Savoir-Fe Savoir-Savoir-Savoir-Savoir-Savoir-Savoir-Savoir-Fe Savoir-Fe Savoir-Fe Savoir-Savo	2 JI 7 ft yd AC 1 AC 1 C17, saire (I DIS/ DIS/ DIS/ DIS/ DIS/ DIS/ DIS/ DIS	2-Hanc Lift [†] 192 lb 192 lb 192 lb 192 lb 2 1.06 4.33 TION I 2 1.06 4.33 TION I 0 ther so DVAN ^T SV15 Millitary), ADVAI .B127 129}	FEAT SP C C C C C S C C C C C C C C C C C C C	S nove ; vver 88 b e with a F/se 5 yd FIERS S S 12} s	/ Ca B 30 30 30 4 4 4 4 5 5 5 5	rry or ack § 60 lb g start 4 39 yd 67 yd	SII 12 	ight 200 5. 5+ 44 y 3 yd Pt Pt	tiy lb /d /d 5] 15] (s 10] -5]
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Basi * Take † Take † Take † Take Participation My Bro State Othe * C Nam Code Curi Gulli Nam	C c c c c c c c c c c c c c	Rest 2.17 ft 3 yd ce: +0 0 from 'Born dier 1 {p. eadership. 366, P59} donor (So 12 or less r (12 or less r (12 or less r (12 or less r (12 or less)	Lift* 48 lb nplete mplete 2.67 3.67 RE, Soldier' w MA:FC Savoir-Fa 5, *1) {p ess, *1) {p ess, *1)	2 JI 7 ft yd AC 1 AC 1 C17, saire (I DIS/ DIS/ DIS/ DIS/ DIS/ DIS/ DIS/ DIS	2-Hanc Lift [†] 192 lb 2 1.06 4.33 FION I 0ther so DVAN SV15 Military), ADVAI .B127] 129} B137	FEAT SP C C C C C C ABLE yd yd MODIF MODIF Scroung NTAGE	S nove ; vver 88 b e with a F/se 5 yd FIERS S S 12} s	/ Ca B 30 30 30 4 4 4 4 5 5 5 5	rry or ack § 60 lb g start 4 39 yd 67 yd	SII 12 	ighi 200 5-+ 44 y 3 yd Pt 	tiy lb /d 5 15 15 15 10 -5 10 10 -5 10 10 10 -5 10 10 -5 10 10 -5 10 10 -5 10 -5 10 -5 -5 -5 -5 -5 -5 -5 -5 -5 -5
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SKILLS							
Name	Level	Relative	Pts				
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]				
Piloting/TL8 (Helicopter) {p. B214}	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'							

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

Mvmt. Dmg. 1-2 1d-3 3-4 1d-2 5-7 1d-1 PARRY PARRY BLOCK DODGE OTHER 9 9 7 9 0 <	SLAM TABLE							
PARRY PARRY BLOCK DODGE OTHER 9 9 7 9 0					• •		-	
9 9 7 9 Dx DX DX None Eyes Skull Eyes 2 DR: 0 HP: 0 Face Xkull DR: 0 HP: 0 Face Xkull DR: 0 HP: 0 Face Torso DR: 0 HP: 0 HP: 0 HP: 0 HP: 0 Image: 0 DR: 0 HP: 0 Hands DR: 0 HP: 0 Image: 0 HP: 0 DR: 0 HP: 0 HP: 0 HP: 0	Dmg.	1d-0	3		1d-2		1d-1	
DX DX DX None Eyes Skull DR: 0 HP: 0 HP: 0 HP: 0 Neck DR: 0 HP: 0 Face Neck Skull - DR: 0 HP: 0 Face Face - - - Torso DR: 0 HP: 0 - - - - Torso DR: 0 HP: 0 - - - - Imade DR: 0 HP: 0 - - - - - Imade DR: 0 HP: 0 - - - - - Imade DR: 0 HP: 0 - - - - - Imade HP: 0 -	PARRY	PARRY PARRY BLOC		ОСК	DODG	E	OTHER	
Eyes Skull DR: 0 HP: 0 # HP: 0 HP: 0 Face Eyes 2	9	9	7	7	9			
DR: 0 HP: 0 Neck DR: 0 DR: 0 HP: 0 HP: 0 HP: 0 DR: 0 HP: 0 Image: 1 the state of	DX	DX	D	х	None			
HP: 0	DR: 0 HP: 0 Neck DR: 0 HP: 0 Torso DR: 0 HP: 0	DR: 2 HP: 0 Face DR: 0 HP: 0 HP: 0 Arr HP HP H HP H C Cro DR: 0 HP: 0 Feet DR: 0 Feet DR: 0	: 0 : 0 ands P: 0 P: 0	Eyee Nec Sku Fac Tor Gro Arm Har Leg Fee Boi Boi	es 2 ck – ull – so – in – ns 6 nds 4 ls 6 et 4 nus DR: 0 nus DB: 0		# 	

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) <mark>0</mark>	= (total) 0				
Initial Character Crea	tion					
Character created usin	g GURPS Characte	er Assistant 4				
22.12.2013: 0 pts						
POINTS SUMMARY			Pts			
POINTS STIMMARY						
			FIS			
Basic Attributes, Secor	ndary Characteristic	s [<u> </u>			
Basic Attributes, Secor Advantages, Perks		s [
Basic Attributes, Secon		s [[90]			
Basic Attributes, Secor Advantages, Perks		s [[[90] 20]			

vantages, Perks		[20]
advantages, Quirks		[-30]
lls, Techniques		[20]
	Total Points Spent:	100
	Unspent Points:	0