G.U.R.P.S.
CHARACTER SHEET

Player Name		Concept		Species	
Character Name		Nationality		Gender	
Date Created		Occupation		Unspent Points	
Birthdate		Religion			

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		Pts.
ST		
DX		
IQ		
HT		

Split		Fatigue	
ST			
		Pts.	

Thrust B74	Swing B74	Kick B101		

will		Perception	See	
			Hear	
Pts.		Pts.	Smell / Taste	

Wounds		Stun	
Pts.		Pts.	

Appearance		Pts.

+/-	Reputation	Roll	Pts
Titles		Charisma		
		Voice		
		Status		

SPD	base	move
Pts.		Pts.
Encumbrance B76		Move
None (0) 2 x ST		
Light (1) 4 x ST		
Mod (2) 6 x ST		
Hvy (3) 12 x ST		
X-Hvy (4) 20 X ST		

RUN		BASE+ (1/8 Skill) + Sprint Bonus
SWIM		1/10 Swim Skill, Round Down
JUMP		[St or Skill] -3 + (Yds run) ft

Active Defences	
Dodge	Block
Pts.	Pts.

Hair B84	
Eyes B84	
Pigment B84	
Height B15	
Weight B15	
Age	

5		
9		
13		
17		
21		
25		
29		
33		
37		
41		
45		
49		
>>> 53		

$	-	Carried
$ banked:	-	
	-	
	-	
	-	
Wealth		Pts.

PD/DR

	Head (3-4) PD / DR			
L Hand (7) PD / DR	L ARM (6) PD / DR	CHEST (9) PD / DR	R ARM (8) PD / DR	R Hand (7) PD / DR
FACE (5) PD / DR		ABDOMEN 10 GROIN 11 PD / DR		OVERALL PD / DR
Vitals (17-18) PD / DR	L LEG (13-14) PD / DR		R LEG (12) PD / DR	
Left Foot (16) PD / DR			Right Foot (15) PD / DR	

Advantages/ Disadvantages	Type / Ref	Pts

Advantages/ Disadvantages / Quirks	Type / Ref	Pts

WEAPONS

		damage				Range				Ammo												
	Reliability	Type	Amount	ss	acc	½	Max	Wt	ROF	Shots	left	Acst	Awt	Str	Recoil	Holdout	Legal	Parry	Pts	Level	Notes

Summary

Attr	
Adv	
Dis	
Quirks	
Total Points	

SL	Smartlink
SI	Silenced
LS	Lasersight
IRS	Infrared Scope
RC	Recoil Comp.
F_x	Fine
VF_x	Very Fine
XF_{xx}	Very Fine +

Thought for the day:

G.U.R.P.S.
CHARACTER SHEET

Player Name		Motivations	
Character Name		Goals	

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Skill	Type	Class	Default	Pts	Level		Skill	Type	Class	Default	Pts	Level	
Acting	Soc	M/A	IQ-5				Lockpicking	T/S	M/A	IQ-5			
Administration	Soc /pro	M/A	IQ-6				Mathematics	Science	M/H	IQ-6			
Animal Handling	Animal	M/H	IQ-6				Mechanic TL ___	Craft	M/A	IQ-5			
Area Knowledge	Kno/Soc	M/E	IQ-4				Merchant	Soc	M/A	IQ-5			
Armoury TL ___	Craft	M/A					Meteorology	Kno/Sci	M/A	IQ-5			
Artist	Art	M/H	IQ-6				Musical Instrument _____	Art	M/H				
Bard	Soc	M/A	IQ-5				Naturalist	Sci	M/H	IQ-6			
Blacksmith	Craft	M/A	IQ-5				Navigation	Outdoor	M/A				
Camouflage	T/S	M/E					Performance	Art	M/A				
Carousing	Soc	P/A-HT	HT-2				Philosophy	Kno	M/H	IQ-6			
Carpentry	Craft	M/E	DX-4/IQ-4				Physics	Science	M/H	IQ-6			
Chemistry	Science	M/H	IQ-6				Physiology _____ (own Species)	SCI/Med	M/A				
Climbing	Outdoor	M/A	DX-5/ST-5				Pick Pocket	T/S	P/H	DX-6			
Cooking	Craft	M/E	IQ-4				Repertoire _____	Kno	M/H	IQ-6			
Dancing	Athletic	P/A	DX-5				Research	Sci	M/A	IQ-5			
Detect Lies	T/S	M/H	IQ-6				Riding	Animal	P/A				
Diplomacy	Soc	M/H	IQ-6				Running	Athletic	P/H-HT	None			
Disguise	T/S	M/A	IQ-5				Savoir-faire	Soc	M/E	IQ-4			
Engineer TL ___	Science	M/H	Mechanic-6				Sex Appeal	Soc	M/A-HT	HT-3			
Escape	T/S	P/H	DX-6				Shadowing	T/S	M/A				
Fast Talk	Soc	M/A	IQ-5				Singing	Art	P/E-HT	HT-4			
First Aid	Medical	M/E					Stealth	T/S	P/A	DX-5/IQ-5			
Gambling	Soc	M/A	IQ-5				Strategy	Soc	M/H				
Heraldry _____	Kno / Pro	M/A					Streetwise	Soc	M/A	IQ-5			
Hiking	Outdoor	P/A -HT	None				Survival _____	Outdoor	M/A	IQ-5			
History	Kno / Sci	M/H	IQ-6				Survival _____	Outdoor	M/A	IQ-5			
History, Esoteric _____	Kno/Soc	M/H					Swimming	Athletic	P/E	DX-4/ST-5			
Holdout	T/S	M/A					Tactics	Soc	M/H				
Intimidation	Soc	M/A					Teaching	Soc	M/A	IQ-5			
Jumping	Athletic	P/E	None				Theology	Kno	M/H	IQ-6			
Law	Kno/Pro	M/H	IQ-6				Traps TL ___	T/S	M/A	DX-5/IQ-5			
Leadership	Soc	M/A	ST-5				Writing	Art	M/A	Language-5			
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Languages	Difficulty	Pts	Level

Languages	Difficulty	Pts	Level

Secret Languages	Difficulty	Pts	Level

Note that a character receives Native Language @ IQ for free

Skill Level		Easy	Average	Hard
DX	-3	-	-	½ Point
DX	-2	-	½ Point	1 Point
DX	-1	½ Point	1 Point	2 Points
DX		1 Point	2 Points	4 Points
DX	+1	2 Points	4 Points	8 Points
DX	+2	4 Points	8 Points	16 Points
DX	+3	8 Points	16 Points	24 Points
DX	+4	16 Points	24 Points	32 Points
DX	+5	24 Points	32 Points	40 Points
Further Raises		+8	+8	+8

Skill Level		Easy	Average	Hard(Ψ)	Very Hard
IQ	-4	-	-	-	½ Point
IQ	-3	-	-	½ Point	1 Point
IQ	-2	-	½ Point	1 Point	2 Points
IQ	-1	½ Point	1 Point	2 Points	4 Points
IQ		1 Point	2 Points	4 Points	8 Points
IQ	+1	2 Points	4 Points	6 Points	12 Points
IQ	+2	4 Points	6 Points	8 Points	16 Points
IQ	+3	6 Points	8 Points	10 Points	20 Points
IQ	+4	8 Points	10 Points	12 Points	24 Points
IQ	+5	10 Points	12 Points	14 Points	28 Points
Further Raises		+2	+2	+2	+4

Skill Level	Rank	Probability
3	Abysmal	0.5%
6	Inept	9.3%
9	Unskilled	37.5%
11	Novice	62.5%
12		74.1%
13	Journeyman	83.8%
14		90.7%
15	Veteran	95.4%
18	Expert	98.1%
20	Master	
25	Elite	

G.U.R.P.S.
CHARACTER SHEET

Player Name			
Character Name			

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Skill	Type	Class	Default	Pts	Level	
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Skill	Type	Class	Default	Pts	Level	
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Fighting Style Skill	Type	Class	Default	Pts	Level	
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Fighting Style Skill	Type	Class	Default	Pts	Level	
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Manoeuvres	Difficulty	Default	Pts	Level	

Manoeuvres	Difficulty	Default	Pts	Level	

Skill Level		Easy	Average	Hard
DX	-3	-	-	½ Point
DX	-2	-	½ Point	1 Point
DX	-1	½ Point	1 Point	2 Points
DX		1 Point	2 Points	4 Points
DX	+1	2 Points	4 Points	8 Points
DX	+2	4 Points	8 Points	16 Points
DX	+3	8 Points	16 Points	24 Points
DX	+4	16 Points	24 Points	32 Points
DX	+5	24 Points	32 Points	40 Points
Further Raises		+8	+8	+8

Skill Level		Easy	Average	Hard(Ψ)	Very Hard
IQ	-4	-	-	-	½ Point
IQ	-3	-	-	½ Point	1 Point
IQ	-2	-	½ Point	1 Point	2 Points
IQ	-1	½ Point	1 Point	2 Points	4 Points
IQ		1 Point	2 Points	4 Points	8 Points
IQ	+1	2 Points	4 Points	6 Points	12 Points
IQ	+2	4 Points	6 Points	8 Points	16 Points
IQ	+3	6 Points	8 Points	10 Points	20 Points
IQ	+4	8 Points	10 Points	12 Points	24 Points
IQ	+5	10 Points	12 Points	14 Points	28 Points
Further Raises		+2	+2	+2	+4

Skill Level	Rank	Probability
3	Abysmal	0.5%
6	Inept	9.3%
9	Unskilled	37.5%
11	Novice	62.5%
12		74.1%
13	Journeyman	83.8%
14		90.7%
15	Veteran	95.4%
18	Expert	98.1%
20	Master	
25	Elite	

Grade	Ave Skill Level
White	
Red	10
Yellow	11
Orange	12
Green	13
Blue	14
Brown	15
1st	16
2nd	17
3rd	18-19
4th	20-21
5th	22-23
6th	24-26
7th	27-30

G.U.R.P.S. CHARACTER SHEET

Player Name		Narrator	
Character Name		Campaign Title	

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EQUIPMENT	$	WT	QTY	Page Ref.
Personal Basics	5	-	-	

EQUIPMENT	$	WT	QTY	Page Ref.

Family Tree

MALE		Pts
FEM		Pts
MALE		Pts
FEM		Pts
MALE		Pts
FEM		Pts
MALE		Pts
FEM		Pts

MALE		Pts
FEM		Pts
MALE		Pts
FEM		Pts

MALE		Pts
FEM		Pts

SIBLINGS & COUSINES

GENDER	NAME	Pts

Contacts

Name	Concept	Gender	Code	Pts

Contacts

Name	Concept	Gender	Code	Pts

Points Summary	Attr	Adv	Dis	Skills	Quirks	Total Points

G.U.R.P.S.
CHARACTER PSIONICS SHEET

Player Name		Trigger	
Character Name		Mentor	

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POWER GROUPS	COST / LEVEL	Pts
ANTIPSI	3	
ASTRAL PROJECTION	3	
ELECTROKINESIS	5	
ESP POWER	3	
HEALING	3	
PSI VAMPIRISM	3	
PSYCHOKINESIS	5	
TELEPATHY	5	
TELEPORTATION	5	

ENHANCEMENTS / LIMITATIONS	AFFECTED	Pts

Skill	Type	Individual Power		Prerequisite	Pts	Level
Neutralise	Anti	2				
Psi Static	Anti	2				
Astral Projection	Astral	~	X			
Astral Sight	Astral	1				
Confuse	EK	2				
Cyberpsi	EK	2				
Dampen	EK	2				
Energy Sense	EK	1				
Energy Shield	EK	2				
Lightning	EK	~	X	Surge @ 12+		
Photokinesis	EK	2				
Clairvoyance	ESP	2				
Clairaudience	ESP	2				
Clairsentience	ESP	1				
Combat Sense	ESP	2		Power 5		
Precognition	ESP	2				
Psychometry	ESP	1				
Retrogression	ESP/TT					
Seekersense	ESP	2				
Healing	Heal	~	X			
Life Extension	Heal	~	X	Metab. Control @ 14+		
Metabolism Control	Heal	1				
Sense Aura	Heal	1				
Drain ST	PV	2				
Drain DX	PV	2				
Drain IQ	PV	2				
Drain HT	PV	2				
Drain Emotion	PV	2				
Steal Dreams	PV	1				

Skill	Type	Individual Power		Prerequisite	Pts	Level
Steal Energy	PV	2				
Steal Power	PV	2				
Cryokinesis	PK	2				
Levitation	PK	3				
PK Shield	PK	2		ESP Power 1+		
Pyrokinesis	PK	3				
Telekenesis	PK	4				
Aspect	**Telepathy**	2		Power 10+		
Emotion Sense	**Telepathy**	2				
Erase Signature	**Telepathy**	1				
Illusion	**Telepathy**	~	X	Telesend & Telereceive @ 14+		
Mental Blow	**Telepathy**	~	X	Telesend @ 12+		
Mental Stab	**Telepathy**	~	X	Mental Blow @ 15+		
MindShield	**Telepathy**	2				
Mind Switch	**Telepathy**	~	X	Telesend & Telereceive @ 14+		
Mind Sword	**Telepathy**	~	X			
Mindwipe	**Telepathy**	~	X	Telesend & Telereceive @ 12+		
Psi Sense	**Telepathy**	1				
Signature Sniffer	**Telepathy**	1		ESP Power 1+		
Sleep	**Telepathy**	~	X	Telesend @ 12+		
Suggest	**Telepathy**	~	X	Telesend & Telereceive @ 12+		
TeleControl	**Telepathy**	~	X	Telesend & Telereceive @ 15+		
Telereceive	**Telepathy**	1				
Telescan	**Telepathy**	2				
Telesend	**Telepathy**	3				
AutoTeleport	TP	4				
Combat Teleport	TP	~	X	AutoTeleport @ 14+		
Exo-Teleport	TP	4				
WorldJump	TP/TT					

Manoeuvres	Difficulty	Default	Pts	Level

Manoeuvres	Difficulty	Default	Pts	Level

Skill Level		Hard(Ψ)
IQ	-4	-
IQ	-3	½ Point
IQ	-2	1 Point
IQ	-1	2 Points
IQ		4 Points
IQ	+1	6 Points
IQ	+2	8 Points
IQ	+3	10 Points
IQ	+4	12 Points
IQ	+5	14 Points
Further Raises		+2

Skill Level	Rank	Probability
3	Abysmal	0.5%
6	Inept	9.3%
9	Unskilled	37.5%
11	Novice	62.5%
12		74.1%
13	Journeyman	83.8%
14		90.7%
15	Veteran	95.4%
18	Expert	98.1%
20	Master	
25	Elite	

TK Mass Table 1

Power	Mass Moved	Speed Resulting from Excess Power
0	~	1
1	¼ oz	1.4 (5 ft/sec)
2	½ oz	2
3	1 oz	3
4	2 oz	4
5	4 oz	6
6	8 oz	8
7	1 lb	12 (24 MPH)
8	2 lb.s	15 (30 MPH)
9	4 lb.s	20 (40 MPH)
10	8 lb.s	30 (60 MPH): Thrown Rock
11	15 lb.s	40 (80 MPH)
12	30 lb.s	60 (120 MPH): Arrow Speed
13	60 lb.s	85 (170 MPH)
14	125 lb.s	120 (240 MPH)
15	250 lb.s	170 (340 MPH)
16	500 lb.s	250 (500 MPH) Bullet Speed

TK Mass Table 2

Power	Damage
16	1D+1
17	2D-1
18	2D+2
19	3D-1
20	3D

Telepathy Table

Power	Range (Yds)
1	Touch (Time= x10)
2	Touch
3	1
4	2
5	4
6	8
7	15
8	30
9	60
10	100
11	200
12	400
13	½ Mile
14	1 Mile
15	2 Miles
16	4 Miles

G.U.R.P.S.
RUNECASTER SHEET

Player Name			
Character Name			

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POWER GROUPS	COST / LEVEL	Pts

ENHANCEMENTS / LIMITATIONS	AFFECTED	Pts

RUNE	Type	Individual Power		Prerequisite	Pts	Level
Communicate	Verb					
Control	Verb					
Create	Verb					
Destroy	Verb					
Heal	Verb					
Know	Verb					
Move	Verb					
Protect	Verb					
Sense	Verb					
Store	Verb					
Strengthen	Verb					
Sustain	Verb					
Transform	Verb					
Warn	Verb					
Weaken	Verb					
Cloud	Adjective					
Cone	Adjective					
Cube	Adjective					
Disc	Adjective					
Dome	Adjective					
Jet	Adjective					
Missile	Adjective					
Shell	Adjective					
Sphere	Adjective					

RUNE	Type	Individual Power		Prerequisite	Pts	Level
Air	Noun					
Animal	Noun					
Body	Noun					
Darkness	Noun					
Earth	Noun					
Fire	Noun					
Food	Noun					
Illusion	Noun					
Lance	Noun					
Light	Noun					
Mana	Noun					
Metal	Noun					
Mind	Noun					
Plant	Noun					
Rune	Noun					
Shield	Noun					
Sound	Noun					
Sprit	Noun					
Sword	Noun					
Void	Noun					
Water	Noun					

RUNE	Type	Individual Power		Prerequisite	Pts	Level
Self	Prop. Noun					

RUNE	Type	Individual Power		Prerequisite	Pts	Level

Skill	Class	Default	Pts	Level	+/-
Activate Runes	/				
Crystal Carving	/				
Meditation	M/VH				
Rune Lore	/				

Skill	Class	Default	Pts	Level	+/-
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Skill	Class	Default	Pts	Level	+/-
	/				
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	/				

Default = These skills are Very Hard

Manoeuvres	Difficulty	Default	Pts	Level

Manoeuvres	Difficulty	Default	Pts	Level

Skill Level		Hard(Ψ)
IQ	-4	-
IQ	-3	½ Point
IQ	-2	1 Point
IQ	-1	2 Points
IQ		4 Points
IQ	+1	6 Points
IQ	+2	8 Points
IQ	+3	10 Points
IQ	+4	12 Points
IQ	+5	14 Points
Further Raises		+2

Skill Level	Rank	Probability
3	Abysmal	0.5%
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9	Unskilled	37.5%
11	Novice	62.5%
12		74.1%
13	Journeyman	83.8%
14		90.7%
15	Veteran	95.4%
18	Expert	98.1%
20	Master	
25	Elite	

G.U.R.P.S.
SUPERS SHEET

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Player Name		Secret Origin	
Character Name		Mentor	

POWER GROUPS	COST / LEVEL	Pts

ENHANCEMENTS / LIMITATIONS	AFFECTED	Pts

					Pts	Level						Prerequisite	Pts	Level
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Skill	Type	Class	Default	Pts	Level		Skill	Type	Class	Default	Pts	Level	
		/							/				
		/							/				

Manoeuvres	Difficulty	Default	Pts	Level	Manoeuvres	Difficulty	Default	Pts	Level

Skill Level		Hard(Ψ)
IQ	-4	-
IQ	-3	½ Point
IQ	-2	1 Point
IQ	-1	2 Points
IQ		4 Points
IQ	+1	6 Points
IQ	+2	8 Points
IQ	+3	10 Points
IQ	+4	12 Points
IQ	+5	14 Points
Further Raises		+2

Skill Level	Rank	Probability
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15	Veteran	95.4%
18	Expert	98.1%
20	Master	
25	Elite	

G.U.R.P.S.
COMPUTER SHEET

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Player Name			
Character Name			

Basic Unit	TL	Compact	Dedicated	Optimised UTT33	Dumb UTT33	Genius UTT33	Optical Circuitry	High Capacity	Neural net	Sentient	EMESCAT Hardened	Extra ROM Slots	Biocomputer UTT 34	Complexity	Cost	Weight
Weight Modifier		x 0.5	x 0.5	x1	x 1	x 1	x 3	x 1	x 1	x 1	x 1.2	x 1	1.5			
Cost Modifier		x 2	x 0.2	x1	x 0.2 / x 0.05	x 7 / x 20	x 5	x 1.5	x2	x3	x 1.2	x 1.5	x 5			
Complexity Modifier		-	-	Special	-1	+1	-	-	-	-	-	-	+1			

PROGRAM	RATING		Notes	Cost
	Complexity	Skill		

PROGRAM	Type	RATING		Notes	Cost
		Complexity	Skill		