



NAME

RAMONA SANTOS

TITLE

ORGANIZATION

CREATED

Nov 28, 2025, 7:27 PM

MODIFIED

Nov 29, 2025, 2:13 AM

PLAYER

DESKTOP-3C5TP50\dawn

200 POINTS

5 UNSPENT

-3 ANCESTRY

0 ATTRIBUTES

203 ADVANTAGES

-65 DISADVANTAGES

-3 QUIRKS

63 SKILLS

0 SPELLS

DESCRIPTION

GENDER

Female

AGE

25

BIRTHDAY

March 9

RELIGION

HEIGHT

5'9"

WEIGHT

150 lb

SIZE

+0

TL

3

HAIR

Black

EYES

Brown

SKIN

Olive

HAND

Right

PRIMARY ATTRIBUTES

[0] 11 STRENGTH (ST)

[0] 12 DEXTERITY (DX)

[0] 13 INTELLIGENCE (IQ)

[0] 10 HEALTH (HT)

BASIC DAMAGE

1d-1 BASIC THRUST

1d+1 BASIC SWING

SECONDARY ATTRIBUTES

[0] 14 WILL

[0] 14 FRIGHT CHECK

[0] 15 PERCEPTION (PER)

[0] 15 VISION

[0] 15 HEARING

[0] 15 TASTE & SMELL

[0] 15 TOUCH

[0] 5.5 BASIC SPEED

[0] 5 BASIC MOVE

HUMANOID

ROLL

LOCATION

DR

3-4

SKULL

-7

2

5

FACE

-5

0

6-7

RIGHT LEG

-2

0

8

RIGHT ARM

-2

0

9-10

TORSO

+0

0

11

GROIN

-3

0

12

LEFT ARM

-2

0

13-14

LEFT LEG

-2

0

15

HAND

-4

0

16

FOOT

-4

0

17-18

NECK

-5

0

VITALS

-3

0

ENCUMBRANCE, MOVE & DODGE

LEVEL

MAX LOAD

MOVE

DODGE

0 NONE

24 lb

5

8

1 LIGHT

48 lb

4

7

2 MEDIUM

72 lb

3

6

3 HEAVY

144 lb

2

5

4 X-HEAVY

240 lb

1

4

LIFTING & MOVING THINGS

24 lb BASIC LIFT

48 lb ONE-HANDED LIFT

192 lb TWO-HANDED LIFT

288 lb SHOVE & KNOCK OVER

576 lb RUNNING SHOVE & KNOCK OVER

360 lb CARRY ON BACK

1,200 lb SHIFT SLIGHTLY

POINT POOLS

[0] 10 OF 10 FP [RESTED]

[0] 11 OF 11 HP [HEALTHY]

REACTION

+1 from those who hold you in high regard for being a Respected, in a Type: Feared, Respected or Venerated way.

+1 Professional Spacers

CONDITION

-2 on all HT rolls related to drinking

+1 to all HT rolls to stay conscious, avoid death, resist disease, or resist poison

+1 to any HT roll to avoid unconsciousness

+1 to skill rolls when working on lengthy tasks, but -3 to notice any important interruption

MELEE WEAPON

USAGE

SL

PARRY

BLOCK

DAMAGE

REACH

ST

Natural Attacks

Bite

12

No

No

1d-2 cr

C

Natural Attacks

Kick

10

No

No

1d-1 cr

C,1

Natural Attacks

Punch

12

9

No

1d-2 cr

C

RANGED WEAPON

USAGE

SL

ACC

DAMAGE

RANGE

RoF

SHOTS

BULK

RECOIL

Laser Pistol

12

6

3d(2) burn

250/750

10

400(3)

-2

1

6

Phaser, Type-1

12

3

22

-1

1

3

Phaser, Type-1

1: Base Cycle Stun

0

0

HT-2 aff: stun (sec); 2d2-2 burn

10/20

1

1

Phaser, Type-1

2: Stun

0

0

HT-2 aff: uncs (min); 2d2-2 burn

10/30

1

1

Phaser, Type-1

3: Light Heat

0

0

2d4-1 burn

100/300

10

1

Phaser, Type-1

4: Heat

0

0

d6+d8-1 burn

100/300

10

1

Phaser, Type-1

5: Kill

0

0

d6+d8-1(3) burn

300/900

10

1

TRAIT

PTS

Absolute Timing

2

B35

Alcohol Intolerance

-1

B165

Attentive

-1

B163

—

Born Spacer 1

5

THSCT40

—

Careful

-1

B163

—

SKILL / TECHNIQUE

SL

RSL

PTS

Acrobatics

10

DX-2

1

B174+

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Ramona Santos
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Page 1 of 3

TRAIT	PTS			SKILL / TECHNIQUE	SL	RSL	PTS		
Code of Honor (Starfleet) wear the uniform with pride.	-10	<u>B127</u>	!	Area Knowledge (Galaxy; Lived there) Location of the capitals of interplanetary states and the homeworlds of major races; general awareness of all major races; knowledge of individuals of Status 8; general understanding of relations between interplanetary states	13	IQ	1	<u>B176</u>	
Cultural Familiarity (Human) Native Do not suffer the normal -3 penalty for unfamiliarity	0	<u>B23</u>		Area Knowledge (Starfleet Academy; Lived there) All important citizens and businesses, and most unimportant ones; all public buildings and most houses	13	IQ	1	<u>B176</u>	!
Cultural Familiarity (Klingon) Alien Do not suffer the normal -3 penalty for unfamiliarity	2	<u>B23</u>		Astronomy/TL11	11	IQ-2	1	<u>B179</u>	
Curious CR: 12 (Resist quite often) Make a self-control roll when presented with an interesting item or situation	-5	<u>B129</u>		Beam Weapons/TL11 (Pistol)	12	DX	1	<u>B179</u>	
Duty (Starfleet) FR: 15	-15	<u>B133</u>		Biology/TL11 (Earthlike)	12	IQ-1	4	<u>B180</u>	
Eidetic Memory Photographic	10	<u>B51</u>		Chemistry/TL11	12	IQ-1	2	<u>B183</u>	
Enhanced Move (Low Gravity Space) 1 Newtonian Double your normal Move for each level	10	<u>B52+</u>	!	Climbing	10	DX-1	1	<u>B183</u>	
Fit Recover FP at twice the normal rate (but not FP spent for spells or psi powers)	5	<u>B55</u>	—	Computer Operation/TL11	14	IQ+1	2	<u>B184</u>	
G-Experience 1	1	<u>B57</u>	—	Current Affairs/TL11 (Popular Culture) Default: Current Affairs/TL11 (Science & Technology)-4	13	IQ	1	<u>B186</u>	
Gizmo 1	5	<u>B57+</u>	—	Current Affairs/TL11 (Science & Technology)	14	IQ+1	2	<u>B186</u>	
Hard to Subdue 1	2	<u>B59</u>	—	Electronics Operation/TL11 (Communications) Default: Electronics Operation/TL11 (Scientific)-4	12	IQ-1	1	<u>B189</u>	
🔍 Human Ancestry	-3	<u>CJoy</u>	—	Electronics Operation/TL11 (Matter Transmitters) Default: Electronics Operation/TL11 (Scientific)-4	12	IQ-1	1	<u>B189</u>	
Increased Dexterity 2	40	<u>B15</u>	—	Electronics Operation/TL11 (Scientific)	13	IQ	2	<u>B189</u>	
Increased Intelligence 3	60	<u>B15</u>		Electronics Repair/TL11 (Scientific) Default: Electronics Operation/TL11 (Scientific)-3	13	IQ	2	<u>B190</u>	
Increased Perception 2	10	<u>B16</u>	—	Expert Skill (Military Science)	12	IQ-1	2	<u>B193+</u>	
Increased Strength 2	20	<u>B14</u>		First Aid/TL9	14	IQ+1	1	<u>B195</u>	
Increased Will 1	5	<u>B16</u>		Free Fall	12	DX	1	<u>B197</u>	
Language: English Native; Spoken (Native); Written (Native)	0	<u>B24</u>		Geology/TL11 (Earthlike)	13	IQ	4	<u>B198</u>	
Language: Klingon Spoken (Broken)	1	<u>B24</u>	—	Hazardous Materials/TL11 (Biological)	12	IQ-1	1	<u>B199</u>	
Natural Attacks	0	<u>B271</u>	—	Hazardous Materials/TL11 (Chemical)	12	IQ-1	1	<u>B199</u>	
Pacifism: Self-Defense Only You only fight to defend yourself or those in your care, using only as much force as necessary (no pre-emptive strikes allowed!). You must do your best to discourage others from starting fights.	-15	<u>B148</u>	—	History (Federation)	11	IQ-2	1	<u>B200</u>	!
Resistant Occasional: Disease, Ingested Poison, etc.; +3 to all HT rolls to resist	3	<u>B81+</u>		Judo Allows parrying two different attacks per turn, one with each hand.	10	DX-1	2	<u>B203+</u>	
Resistant to Space Sickness Rare: Acceleration, Altitude Sickness, Bends, Seasickness, Space Sickness, etc.; +3 to all HT rolls to resist	1	<u>B81+</u>	—						
Sense of Duty Federation	-15	<u>B153</u>							
Social Regard 1 @Type: Respected	5	<u>B87</u>	!						
Status 1	0	<u>B28</u>	—						
Wild Talent 1 Focused (Type: Mental)	16	<u>B99+</u>							
Workaholic	-5	<u>B162</u>							

SKILL / TECHNIQUE							SL	RSL	PTs			
Law (Federation Interstellar)							11	IQ-2	1	<u>B204</u>	!	
Leadership							12	IQ-1	1	<u>B204</u>		
Mathematics/TL11 (Applied)							11	IQ-2	1	<u>B207</u>		
Meteorology/TL11 (Earthlike)							13	IQ	2	<u>B209</u>		
Naturalist (Earthlike)							12	IQ-1	2	<u>B211</u>		
Default: Biology/TL11 (Earthlike)-3												
Navigation/TL11 (Space)							13	IQ	1	<u>B211</u>		
Default: Astronomy/TL11-4												
NBC Suit/TL11							11	DX-1	1	<u>B192</u>		
Default: Vacc Suit/TL11-2												
Piloting/TL11 (Contragravity)							11	DX-1	1	<u>B214</u>		
	Planetary Atmospheres Certification								8		—	
These point costs assume a score of 12 in the relevant attribute(s). You may substitute a different planet type if you prefer.												
Poisons/TL11							12	IQ-1	2	<u>B214</u>		
Research/TL11							13	IQ	3	<u>B217</u>		
Savoir-Faire (Military)							13	IQ	1	<u>B218+</u>		
Spacer/TL11							14	IQ+1	1	<u>B185</u>		
Survival (Woodlands)							14	Per-1	1	<u>B223</u>		
Vacc Suit/TL11							12	DX	1	<u>B192</u>		
	#	CARRIED EQUIPMENT (29.55 LB; \$17,115)	USES	TL	LC							
	1	Personal Basics Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		0		5	1 lb	5	1 lb	<u>B288</u>	—	
	1	First Aid Kit TL9 quality; TL4 disguise				50	2 lb	50	2 lb	<u>B289</u>	—	
	1	Antitoxin Kit Antidote for specific poison. 10 uses		6		25	0.5 lb	25	0.5 lb	<u>B289</u>		
	1	Flashlight, Mini 15' beam, lasts 1 hour		7		10	0.25 lb	10	0.25 lb	<u>B288</u>		
	1	Holster, Belt Fits most pistols		5		25	0.5 lb	25	0.5 lb	<u>B289</u>		
	1	Laser Pistol		10	3	2,800	3.3 lb	2,800	3.3 lb	<u>B280</u>		
	1	Portable Tool Kit, Electronics Repair		6		1,200	10 lb	1,200	10 lb	<u>B289</u>		
	1	Suitcase Lab Basic equipment for a specific scientific skill (e.g., Chemistry or Forensics).		5		3,000	10 lb	3,000	10 lb	<u>B289</u>		
	1	Landing Party Loadout				0	0 lb	10,000	2 lb		—	
	1	Communicator Range: 1000 miles. 2B/10 hr.		11^		5,000	0.5 lb	5,000	0.5 lb	<u>UT45</u>	—	
	1	Phaser, Type-1		11^	3	3,000	0.5 lb	3,000	0.5 lb	<u>Web</u>	—	
	1	Tricorder - Science B/4 hr. +2 to any scientific skill.		11^	3	2,000	1 lb	2,000	1 lb	<u>UT66</u>	—	
NOTE												
PLANETARY ATMOSPHERES CERTIFICATIONS Skill Level Minimums: Meteorology (Earthlike)-12, Meteorology (Hostile Terrestrial)-11, Chemisty-10, Poisons-10, El Op (Scientific)-11, El Op (Sensors)-11, NBC Suit-11 Expert: Meteorology (Earthlike)-14, Chemisty-11, Poisons-11 Specialist: Meteorology (Earthlike)-16, Chemisty-12, Poisons-12, El Op (Scientific)-12, El Op (Sensors)-12, NBC Suit-13												—