

Name **Trith**

Ht                      Wt

Appearance

Player **David Churn**Size Modifier **0**                      Age **72**Point Total **200**Unspent Pts **-50**

## CHARACTER SHEET

ST	11	[ 10 ]	HP	11	[ 0 ]
DX	11	[ 20 ]	Will	13	[ 0 ]
IQ	13	[ 60 ]	Per	13	[ 0 ]
HT	11	[ 10 ]	FP	11	[ 0 ]

Languages	Spoken	Written
Edoan (Spoken)	Native	[ 0 ]
Edoan (Written)		Native [ 0 ]
English (Spoken)	Native	[ 3 ]
English (Written)		Native [ 3 ]
		[ ]

DR	TL: 11 [ 0 ]
0	Cultural Familiarities
	Edoan (Native) [ 0 ]
	Human (Alien Culture) [ 2 ]
Torso	[ ]

BASIC LIFT (ST×ST)/5 **24**      DAMAGE Thr **1d-1** Sw **1d+1**  
BASIC SPEED **5.5** [ 0 ]      BASIC MOVE **4** [ -5 ]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	24	BM × 1	4	Dodge	8
Light (1) = 2 × BL	48	BM × 0.8	3	Dodge -1	7
Medium (2) = 3 × BL	72	BM × 0.6	2	Dodge -2	6
Heavy (3) = 6 × BL	144	BM × 0.4	1	Dodge -3	5
X-Heavy (4) = 10 × BL	240	BM × 0.2	1	Dodge -4	4

Parry	<b>Reaction Modifiers</b>
8	
DX	
Block	<b>Appearance:</b> <b>Status: +1</b> <i>Includes: +1 from 'Military Rank 3'.</i> <b>Other: +1</b> <i>Includes: +1 from 'Social Regard 1 (Respected)'. Conditional: -1 from 'Odious Personal Habit 1 (Insensitive and Discourteous)' when people notice your problem, +2 from 'Sense of Duty (Every Living Being: Federation)' when in dangerous situations if Sense of Duty is known.</i>
6	
DX	

ADVANTAGES AND PERKS	
Edosian Endurance (+1)	[ 5 ]
Extended Lifespan (x4)	[ 4 ]
Extra Arms 1	[ 10 ]
Extra Legs (3 Legs)	[ 5 ]
Fit	[ 5 ]
Gadgeteer	[ 25 ]
Lightning Calculator	[ 2 ]
Military Rank 3	[ 15 ]
Resistant (Rare; Disease; +3, *1/3; Immunity, *1)	[ 1 ]
Roll to Resist: 14	
Single-Minded	[ 5 ]
Social Regard 1 (Respected)	[ 5 ]
Unusual Background (Edosian in Starfleet)	[ 5 ]
Versatile	[ 5 ]
Lab Technician Certification	[ 0 ]
Medical Technician Certification	[ 0 ]
working on Transporter Technician	[ 0 ]

DISADVANTAGES AND QUIRKS	
Code of Honor (Starfleet)	[ -10 ]
Curious (12 or less, *1)	[ -5 ]
Duty (15 or less (almost always); Starfleet)	[ -15 ]
Oblivious	[ -5 ]
Odious Personal Habit 1 (Insensitive and Discourteous)	[ -5 ]
Pacifism (Cannot Harm Innocents)	[ -10 ]
Sense of Duty (Every Living Being: Federation)	[ -20 ]
eager to learn	[ -1 ]
hums while repairing stuff	[ -1 ]
Likes aliens	[ -1 ]
practices Judo daily	[ -1 ]
Trademark (includes Edosian tech in repairs)	[ -1 ]

SKILLS			
Skill	Level	Relative	Points
Administration	12	IQ-1	[ 1 ]
Area Knowledge (Federation)	13	IQ+0	[ 1 ]
Beam Weapons/TL11 (Pistol)	12	DX+1	[ 2 ]
Beam Weapons/TL11 (Rifle)	11	DX+0	[ 1 ]
Computer Operation/TL11	13	IQ+0	[ 1 ]
Computer Programming/TL11	11	IQ-2	[ 1 ]
Current Affairs/TL11 (Federation)	13	IQ+0	[ 1 ]
Current Affairs/TL11 (Science & Technology)	13	IQ+0	[ 1 ]
Driving/TL11 (Automobile)	10	DX-1	[ 1 ]
Electrician/TL11	13	IQ+0	[ 2 ]
Electronics Operation/TL11 (Communications)	12	IQ-1	[ 1 ]
Electronics Operation/TL11 (Matter Transmitters)	12	IQ-1	[ 1 ]
Electronics Operation/TL11 (Medical)	12	IQ-1	[ 1 ]
Electronics Operation/TL11 (Scientific)	12	IQ-1	[ 1 ]
Electronics Operation/TL11 (Sensors)	12	IQ-1	[ 1 ]
Electronics Repair/TL11 (Matter Transmitters)	12	IQ-1	[ 1 ]
Electronics Repair/TL11 (Medical)	12	IQ-1	[ 1 ]
Electronics Repair/TL11 (Scientific)	14	IQ+1	[ 4 ]
Electronics Repair/TL11 (Sensors)	12	IQ-1	[ 1 ]
Engineer/TL11 (Electrical)	12	IQ-1	[ 2 ]
Engineer/TL11 (Electronics)	12	IQ-1	[ 2 ]
Engineer/TL11 (Gravitic)	11	IQ-2	[ 1 ]
Engineer/TL11 (Matter Energy)	11	IQ-2	[ 1 ]
Engineer/TL11 (Nuclear)	11	IQ-2	[ 1 ]
Engineer/TL11 (Science & Technology)	12	IQ-1	[ 2 ]
Engineer/TL11 (Starship)	11	IQ-2	[ 1 ]

HAND WEAPONS							Cost	Weight
Qty	Weapon	Lvl (Pry)	Damage	Reach	ST	Notes		
	Bite	11 (No)	1d-2 cr	C		[1]		
	Kick	9 (No)	1d-1 cr	C,1		[1]		
	Punch	11 (8)	1d-2 cr	C		[1]		
NOTES								
[1] Brawling (p. B182) increases all unarmed damage; Claws (p. B42) and Karate (p. B203) improve damage with punches and kicks (Claws don't affect damage with brass knuckles or boots); and Boxing (p. B182) improves punching damage.								

RANGED WEAPONS											Cost	Weight
Qty	Weapon	Lvl	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes	
1	Phaser Pistol	12	3d (2) burn	6	200 / 600	10	33(3)	4	-2	1	[1]	1100 1.5
1	Phaser Rifle	11	6d (2) burn	12	700 / 2100	10	83(5)	7†	-4	1	[1, 2]	8000 8
NOTES												
[1] Includes "smartgun" electronics (see p. B278 and Ultra-Tech p. 149).												
[2] Power cell is worn as a separate belt or backpack, and that its weight is not included.												

SPEED/RANGE TABLE		HIT LOCATION		ARMOR & POSSESSIONS		Cost	Weight
For complete table, see p. 550.		Modifier	Location	Qty	Item	Location	
Speed/Range	Linear Measurement	0	Torso	1	Boots	feet	80 3
Modifier	(range/speed)	-2	Arm/Leg	1	Starfleet Uniform (Red)		240 2
0	2 yd or less	-3	Groin				
-1	3 yd	-4	Hand				
-2	5 yd	-5	Face				
-3	7 yd	-5	Neck				
-4	10 yd	-7	Skull				
-5	15 yd	Imp or Pi attacks can target vitals at -3 or eyes at -9.					
-6	20 yd						
-7	30 yd						
-8	50 yd						
-9	70 yd						
-10	100 yd	This sheet printed from GURPS Character Assistant. This and other GURPS forms may also be downloaded at <a href="http://www.sjgames.com/gurps/resources">www.sjgames.com/gurps/resources</a> .					
-11	150 yd						
-12	200 yd						
-13	300 yd						
-14	500 yd						
-15	700 yd	Copyright © 2004 Steve Jackson Games Incorporated. All rights reserved.					

CHARACTER NOTES							
POINTS SUMMARY							
Attributes/Secondary Characteristics				[ 95 ]			
Advantages/Perks/TL/Languages/Cultural				[ 100 ]			
Familiarity							
Disadvantages/Quirks				[ -75 ]			
Skills/Techniques/Spells				[ 80 ]			
Other				[ ]			
Totals:						9420	14.5

SKILLS			
Skill	Level	Relative	Points
First Aid/TL9	13	IQ+0	[ 1 ]
Notes: Physiology Modifiers apply (p. B181):			
Similar: -2 to -4			
Very different: -5.			
Utterly alien: -6 or worse (GM's option).			
Machine: No roll possible!			
A successful roll against a suitable skill (usually Physiology (Race)) lets you avoid these penalties.			
Free Fall	11	DX+0	[ 2 ]
Hazardous Materials/TL11 (Biological)	12	IQ-1	[ 1 ]
Hazardous Materials/TL11 (Chemical)	12	IQ-1	[ 1 ]
Hazardous Materials/TL11 (Radioactive)	12	IQ-1	[ 1 ]
Hiking	10	HT-1	[ 1 ]
History (Edosian)	11	IQ-2	[ 1 ]
History (Recent Federation)	11	IQ-2	[ 1 ]
Judo	11	DX+0	[ 4 ]
Leadership	12	IQ-1	[ 1 ]
Literature	11	IQ-2	[ 1 ]
Mathematics/TL11 (Applied)	13	IQ+0	[ 4 ]
Mechanic/TL11 (High-Performance Spacecraft)	13	IQ+0	[ 2 ]
Mechanic/TL11 (Starships)	13	IQ+0	[ 2 ]
Musical Composition	12	IQ-1	[ 2 ]
Musical Instrument (Edosian Lute)	12	IQ-1	[ 2 ]
Navigation/TL11 (Hyperspace)	12	IQ-1	[ 1 ]
NBC Suit/TL11	11	DX+0	[ 2 ]
Physics/TL11 (Quantum)	10	IQ-3	[ 1 ]
Piloting/TL11 (High-Performance Spacecraft)	10	DX-1	[ 1 ]
Piloting/TL11 (Vertol)	10	DX-1	[ 1 ]
Research/TL11	12	IQ-1	[ 1 ]
Running	10	HT-1	[ 1 ]
Scrounging	13	Per+0	[ 1 ]
Shiphandling/TL11 (Starship)	11	IQ-2	[ 1 ]
Singing	11	HT+0	[ 1 ]
Spacer/TL11	15	IQ+2	[ 4 ]
Survival (Desert)	12	Per-1	[ 1 ]
Swimming	11	HT+0	[ 1 ]
Vacc Suit/TL11	10	DX-1	[ 1 ]
Writing	12	IQ-1	[ 1 ]