GURPS

Name: Roberto Gómez
Race: Human
Appearance: Atlético, siempre bien dispuesto

Player:
Ht: 1,85 **Wt:** 75 **Age:** 25

Spent: 359
Unspent: 141

CHARACTER SHEET

ST 10 [0]	**HP** 10 [0]	Basic Speed 5,5 [0]			
DX 12 [40]	**Will** 14 [0]	Basic Move 5 [0]			
IQ 14 [80]	**Per** 14 [0]	**BL** 9 kg (ST×ST)/5			
HT 10 [0]	**FP** 10 [0]	Thr 1d-2 Sw 1d			

TL 3 [0]   **SM** +0

Vision	14	Taste/Smell	14	Death Check	10
Hearing	14	Fright Check	14	High Jump	50 cm
Touch	14	Consciousness	10	Broad Jump	2.33 m

HP

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP

FP

FP	0 FP	} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Basic	9 kg	18 kg	27 kg	54 kg	90 kg
Ground	4.57 m	3.66 m	2.74 m	1.83 m	91.44 cm
Water	91.44 cm	91.44 cm	91.44 cm	91.44 cm	91.44 cm
Jump	4.57 m	3.66 m	2.74 m	1.83 m	91.44 cm
Dodge	8	7	6	5	4

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0

ADVANTAGES

Name	Pts
Ally (Dron de combate; 20% of starting points; Cost; Constantly; Group Size (6-10); Minion (w/IQ 0 or Slave mentality); Special Abilities)	[29]
Detect (Data transmisions; Common)	[20]
Roll to Perceive: 14 (Per), Roll to Analyze: 14 (IQ)	
Detect (Digial minds; Common)	[20]
Roll to Perceive: 14 (Per), Roll to Analyze: 14 (IQ)	
Eidetic Memory	[5]
Roll to recall: 14 (IQ)	
Gizmo 2	[10]
Invisibility (electromagnetic; Machines Only)	[20]
Machine Telepathy Talent 4	[20]
Mind Control (Cybernetic)	[25]
Roll to Controk; R-Will: 14 (IQ)	
Mind Probe (Cybernetic Only)	[10]
Roll to Probe; R-Will: 14 (IQ)	
Mind Reading (Cybernetic Only)	[15]
Roll to Mind Read; R-Will: 14 (IQ)	
Obscure 4 (Scanning Sense)	[8]
Radius: 1.83 m	
Resistant (Any mechanical threat; Occasional; Immunity)	[10]
Special Rapport (Transferable: Digital Minds)	[13]
Wild Talent 1 (External; Focused (Cybernetic))	[12]

DISADVANTAGES

Name	Pts
Obsession (Conseguir ser nombrado héroe de arcadia; Long-Term Goal; 12 or less)	[-10]
Short Attention Span	[-10]

SKILLS

Name	Level	Relative	Pts
Brawling	12	DX+0	[1]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 9			
Computer Operation/TL3	14	IQ+0	[1]
Current Affairs/TL3 (Metahumanos)	14	IQ+0	[1]
Driving/TL3 (Automobile)	11	DX-1	[1]
Electronics Operation/TL3 (Communications)	13	IQ-1	[1]
Electronics Operation/TL3 (Electronic Warfare)	13	IQ-1	[1]
Electronics Operation/TL3 (Force Shields)	13	IQ-1	[1]
Electronics Operation/TL3 (Matter Transmitters)	13	IQ-1	[1]
Electronics Operation/TL3 (Media)	13	IQ-1	[1]
Electronics Operation/TL3 (Medical)	13	IQ-1	[1]
Electronics Operation/TL3 (Parachronic)	13	IQ-1	[1]
Electronics Operation/TL3 (Parapsychology)	13	IQ-1	[1]
Electronics Operation/TL3 (Psychotronics)	13	IQ-1	[1]
Electronics Operation/TL3 (Scientific)	13	IQ-1	[1]
Electronics Operation/TL3 (Security)	13	IQ-1	[1]
Electronics Operation/TL3 (Sensors)	13	IQ-1	[1]
Electronics Operation/TL3 (Sonar)	13	IQ-1	[1]
Electronics Operation/TL3 (Surveillance)	13	IQ-1	[1]
Electronics Operation/TL3 (Temporal)	13	IQ-1	[1]
Engineer/TL3 (Electrical)	12	IQ-2	[1]
Engineer/TL3 (Electronics)	12	IQ-2	[1]
Guns/TL3 (Pistol)	16	DX+4	[12]
Hidden Lore (Metahumanos)	16	IQ+2	[8]
Spirit Communication	12	IQ-2	[1]

TECHNIQUES

Name	Level	Relative	Pts
Channeling (Cyberpsace)	4	def+0	[0]

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	12	9	1d-3 cr	C	–	–	
Brawling: Bite	12	–	1d-3 cr	C	–	–	
Brawling: Kick	10	–	1d-2 cr	C,1	–	–	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
SIG-Sauer P226, 9x19mm	16	2d+2 pi	2	146.3 m / 1.65 km	3	15+1(3)	9	-2	2	1.1	3	[4]

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	7/8	
DX	DX	DX	Light	

Loc.	HP	#
Eyes	2	_____
Neck	–	_____
Skull	–	_____
Face	–	_____
Torso	–	_____
Groin	–	_____
Arms	6	_____
Hands	4	_____
Legs	6	_____
Feet	4	_____

Bonus DR: 0
Bonus DB: 0

Notes:

Eyes DR: 0 DB: 0
Skull DR: 2 DB: 0
Neck DR: 0 DB: 0
Face DR: 0 DB: 0
Torso DR: 0 DB: 0
Arms DR: 0 DB: 0
Hands DR: 0 DB: 0
Groin DR: 0 DB: 0
Legs DR: 0 DB: 0
Feet DR: 0 DB: 0

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	-11	2.54 cm	-5	+5	13.72 m
0	-10	3.81 cm	-6	+6	18.29 m
0	-9	5.08 cm	-7	+7	27.43 m
0	-8	7.62 cm	-8	+8	45.72 m
0	-7	12.7 cm	-9	+9	64.01 m
0	-6	20.32 cm	-10	+10	91.44 m
0	-5	30.48 cm	-11	+11	137.16 m
0	-4	45.72 cm	-12	+12	182.88 m
0	-3	60.96 cm	-13	+13	274.32 m
0	-2	91.44 cm	-14	+14	457.2 m
0	-1	1.37 m	-15	+15	640.08 m
0	0	1.83 m	-16	+16	914.4 m
-1	+1	2.74 m	-17	+17	1.37 km
-2	+2	4.57 m	-18	+18	1.83 km
-3	+3	6.4 m	-19	+19	2.74 km
-4	+4	9.14 m	-20	+20	4.57 km

See also: *Size and Speed/Range Table*, p. B550.

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7	13–14	Left Leg	-2
5	Face	-5	15	Hand	-4
6–7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17–18	Neck	-5
9–10	Torso	–	–	Vitals*	-3
11	Groin	-3	–	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks.
See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

EQUIPMENT

Qty	Item	Cost	Weight
1	**Ballistic Helmet (TL 8; TL8)** Description: TL:8 LC:3 DR:12 Notes: [3] All TL7+ armor electronics and powered systems (including the battlesuit) work for (TL-6)x6 hours before they require recharging or refueling. DR increases with TL. After the TL of introduction, consult the table on p. B285. Location: skull	250	1.4 kg
1	**Ballistic Helmet Visor (TL8)** Description: TL:8 LC:3 DR:10 Location:eyes, face Location: eyes, face	200	640 g
1	**Ballistic Leggings (TL8)** Description: TL:8 LC:4 DR:12/5F* Location:legs Notes:[1] Split DR: use the first, higher DR against piercing and cutting attacks; use the second, lower DR against all other damage types. Location: legs	400	3.6 kg
1	**Ballistic Vest (TL 8; TL8)** Description: TL:8 LC:3 DR:8/2* Notes: [1,2,3] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Concealable as or under clothing. DR increases with TL. After the TL of introduction, consult the table on p. B285. Location: torso	400	910 g
1	**Binoculars (TL6)** Description: TL:6 Notes: Gives (TL-4) levels of Telescopic Vision.	400	910 g
1	**Boots, Steel-Toed (TL6)** Description: TL:6 LC:4 DR:6/2 Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). [4] Split DR: use the first, higher DR when - in the GM's opinion - the boot's steel toe box would protect (e. g. , dropping an item on the foot or crushing the toes in heavy machinery) or when an attack on the foot hits the toe (2/6 protection); use the second, lower DR against all other attacks. Location: feet	100	1.8 kg
1	**Camcorder (TL8)** Description: TL:8 Notes: Has 10x zoom. Gives Night Vision 5.	1000	450 g
1	**Satellite Phone (TL8)** Description: TL:8 Notes: Global range, satellite relay. 1hr.	3000	1.4 kg
1	**SIG-Sauer P226, 9x19mm (TL8)** Description: TL:8 LC:3 Ammo:0.6 lb. Damage:2d+2 pi Acc:2 Range:160/1800 RoF:3 Shots:15+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol) Notes:[4], [4] Very Reliable. Won't malfunction unless lack of maintenance lowers Malf. (see p. B407).	840	1.1 kg