

## CHARACTER CREATION:

### ESSENTIAL

- BASIC INFO
- ATTRIBUTES
- SKILLS
- INVENTORY
- NOTES

### REASONABLE

- EQUIPMENT
- SEPARATE INVENTORIES
- SEPARATE SKILL LISTS
- HELP FUNCTIONS

### STRETCH

- CONNECTIVITY TO OTHER USERS
- GROUP NOTES
- GROUP INVENTORY

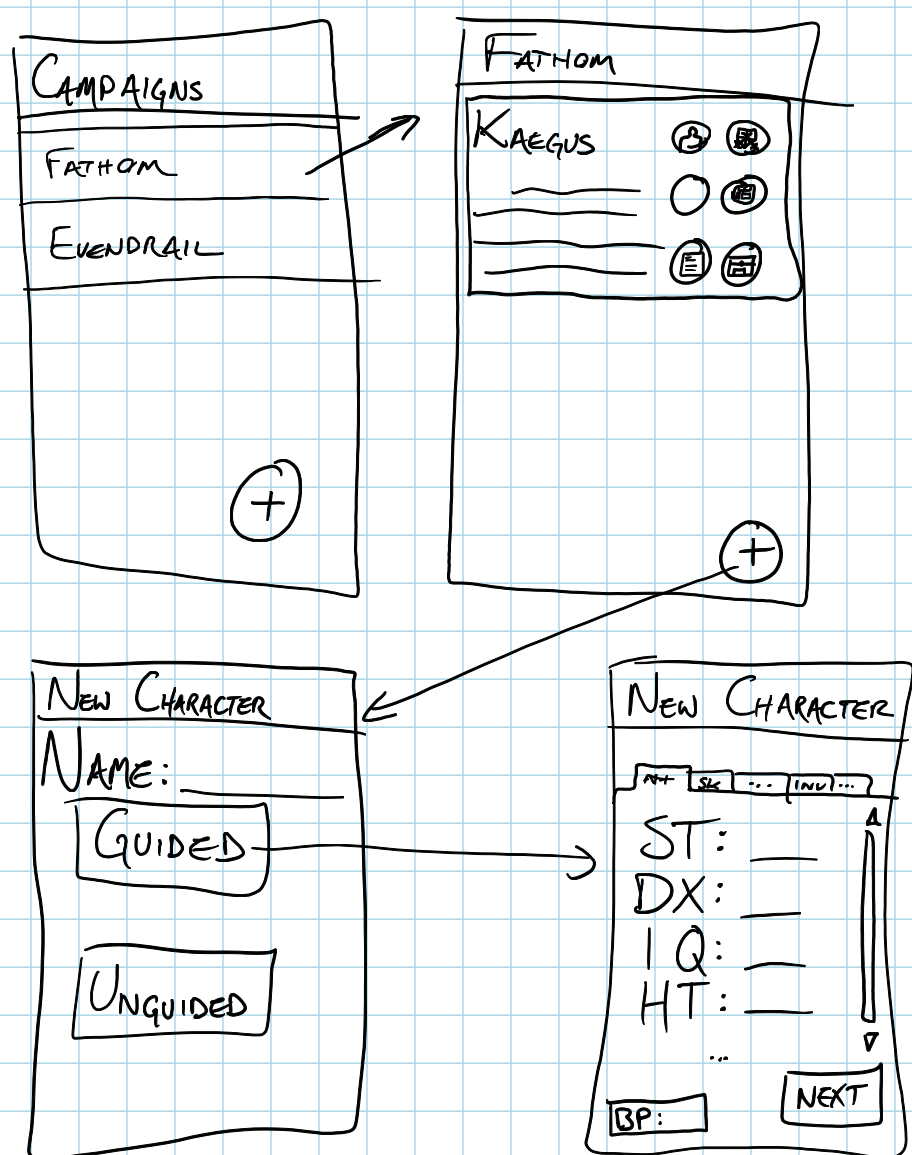
ROLE SLAYER

## COURSE MATERIAL:

EXTERNAL COGNITION: - USERS ARE RECORDING NOTES ETC. THAT THEY WOULD OTHERWISE HAVE TO REMEMBER  
- APP DOES CALCULATIONS USERS WOULD NORMALLY HAVE TO DO THEMSELVES (COMPUTATIONAL OFFLOADING)

COORDINATION (IF STRETCH): - USERS CAN COLLECTIVELY PLAN OUTSIDE OF NORMAL PLAYTIME

REFLECTIVE EMOTIONAL STIMULI?  
EXPRESSIVE INTERFACE?



## CHARACTER

TEMPLATE, OR  
SUBCLASSES?

- POINT\_VALUE CLASS: HOLDS A (STRING/INT/DOUBLE/WHATEVER), AND ITS ASSOCIATED POINT COST  
↳ TOTAL\_POINTS SIMPLY SUMS THESE COSTS  
BUT HOW TO MAKE IT KNOW WHAT ITS INCREMENTAL POINT COST IS?

- STAT CLASS? HOLDS A POINT\_VALUE AND AN INT INDICATING ITS INCREMENTAL POINT COST, SO IF THE STAT IS "INCREMENTED", THE POINT\_VALUE::POINT\_COST IS INCREMENTED BY THE STAT::INC\_POINT\_COST

- ACCESSIBLE COMBAT CHEATSHEET → + HIT LOCATION SHEET
- LINKS FROM STATS/ADVANTAGES/ETC. TO EXPLANATIONS, CALCULATIONS
- CUSTOMIZABLE CALENDAR FOR TRACKING EVENTS IN-GAME, ANNIVERSARIES, ETC.

GURPS Character Sheet

Game

Sequence

Unspent Points

Total Points

Name:

Race:

Player:

Age:

Sex:

Ht:

Wt:

SM:

Description/Details:

Character Portrait

Skill

Type

Pt. Cost

Level

ST

10

[ ]

→

HP

[ ]

DX

10

[ ]

→

WIL

[ ]

IQ

10

[ ]

→

PER

[ ]

HT

10

[ ]

→

FP

[ ]

Basic Lift

[ ]

Basic Speed

[ ]

Basic Move

[ ]

Basic Damage

Thr=

Sw=

Current HP

Current FP

Encumbrance

Move

Dodge

None (0)= BL:

BM x 1:

Dodge:

Light (1)= BL x 2:

BM x 0.8:

Dodge -1:

Med (2)= BL x 3:

BM x 0.6:

Dodge -2:

Hvy (3)= BL x 6:

BM x 0.4:

Dodge -3:

X-Hvy (4)= BL x 10:

BM x 0.2:

Dodge -4:

Languages

Spoken

Written

Reaction Modifiers

Appearance

Status

Reputation

Other

Backgrounds

Native TL

Native Culture

Cultural Familiarities

Advantages/Perks

Disadvantages/Quirks

Armour

Type

DR

Mod

Type

DR

Mod

Type

DR

Mod

Parry

Weapon

Parry

Block

Dodge

## Ranged Weapons

[illegible]

## Melee Weapons

[illegible]

### Character Notes

## Character Notes

### Equipment and Possessions

[illegible][illegible]

Cash (Carried) \_\_\_\_\_ Cash (Stored) \_\_\_\_\_  
Total \_\_\_\_\_

## Summary

Primary Attributes	_____	[ ]
Secondary Attributes	_____	[ ]
Advantages/Perks/TL	_____	[ ]
Disadvantages/Quirks	_____	[ ]
Languages/Cultures	_____	[ ]
Skills/Techniques	_____	[ ]
Other	_____	[ ]

**Range/Speed**

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

- 

NAME: \_\_\_\_\_

ST - HP -

STEALTH DXAV [4] 14

## ADVANTAGES

## INVENTORY

~~NAICS~~