

Attributes	40	
Advantages	0	
Disadvantages	0	
Skills	0	
Total	40	UNIT COST
Total Skills	0	
CAMPGN TL	0New?	1
CHAR TL	0	
AGE	18	

ATTRIBUTES

Level	Attribute	Point Cost
10	IQ	10
10	DX	10
10	ST	10
10	HT	10

Basic Damage

Thrust	1	d	-2
Swing	1	d	1
Movement			
BASIC	5		
MOVE	5		

PASSIVE DEFENSES

Armor
Shield
Total

ACTIVE DEFENSES

DODGE

5
move weapon/2

PARRYLOCK

0 0
shield/2

DRANCE (DR)

Armor :
Toughness : 0

DRTotal

ADVANTAGES

3D SPATIAL SENSE

UNIT COST

10 0

ABSOLUTE DIRECTION	5	0
ABSOLUTE TIMING	5	0
ACCELERATION TOLERANCE	10	0
ACUTE HEARING	2	0
ACUTE TASTE & SMELL	2	0
ACUTE VISION	2	0
ALERTNESS	5	0
ALLIES	VAR	0
AMBIDEXTERITY	10	0
ANIMAL EMPATHY	5	0
APPEARANCE (ATTRACTIVE+1)	5	0
APPEARANCE (HANDSOME/BEAUTIFUL+2/+4)	15	0
APPEARANCE (VERY HANDSOME/VERY BEAUTIFUL+2/+4)	25	0
BIONICS	VAR	0
CHARISMA	5	0
CLERICAL INVESTMENT	5	0
COMBAT REFLEXES	15	0
COMMON SENSE	10	0
DANGER SENSE	15	0
DOUBLE-JOINTED	5	0
EIDETIC MEMORY	30	0
EIDETIC MEMORY	60	0
EMPATHY	15	0
G-EXPERIENCE	10	0
HIGH PAIN THRESHOLD	10	0
IMMUNITY TO DISEASE	10	0
IMPROVED G TOLERANCE (.3G INCREMENT)	5	0
IMPROVED G TOLERANCE (.5G INCREMENT)	10	0
IMPROVED G TOLERANCE (1.0G INCREMENT)	15	0
IMPROVED G TOLERANCE (5.0G INCREMENT)	20	0
IMPROVED G TOLERANCE (10.0G INCREMENT)	25	0
INTUITION	15	0
LANGUAGE TALENT	2	0
LEGAL ENFORCEMENT POWERS	5	0
LEGAL ENFORCEMENT POWERS	10	0
LEGAL ENFORCEMENT POWERS	15	0
LIGHTNING CALCULATOR	5	0
LITERACY	10	0
LONGEVITY	40	0
LUCK	15	0

LUCK	30	0
MAGICAL APTITUDE (MAGERY)	15	0
MAGICAL APTITUDE (MAGERY)	25	0
MAGICAL APTITUDE (MAGERY)	35	0
MAGICAL RESISTANCE	2	0
MATHEMATICAL ABILITY	10	0
MILITARY RANK	5	0
MUSICAL ABILITY	1	0
NIGHT VISION	10	0
PATRONS	VAR	0
PERIPHERAL VISION	15	0
RAPID HEALING	10	0
REPUTATION	5	0
STATUS	5	0
STRONG WILL	4	0
TOUGHNESS(DR1)	10	0
TOUGHNESS(DR2)	25	0
UNUSUAL BACKGROUND	10	0
VOICE	10	0
WEALTH (COMFORTABLE X2)	10	0
WEALTH (FILTHY RICH X100)	50	0
WEALTH (VERY WEALTHY X20)	30	0
WEALTH (WEALTHY X5)	20	0
DISADVANTAGES	UNIT C	COST
ABSENT-MINDEDNESS	15	0
ACCELERATION WEAKNESS	5	0
ADDICTION	VAR	0
0AGE	3	0
ALBINISM	10	0
ALCOHOLISM	15	0
ALCOHOLISM	20	0
APPEARANCE (HIDEOUS -4)	20	0
APPEARANCE (UGLY -2)	10	0
APPEARANCE (UNATTRACTIVE -1)	5	0
BAD SIGHT	10	0
BAD SIGHT	25	0
BAD TEMPER	10	0
BERSERK	15	0
BLINDNESS	50	0
BLOODLUST	10	0

BULLY	10	0
CODE OF HONOR	5	0
CODE OF HONOR	10	0
CODE OF HONOR	15	0
COLOR BLINDNESS	10	0
COMBAT PARALYSIS	15	0
COMPLUSIVE BEHAVIOUR	5	0
COMPLUSIVE BEHAVIOUR	10	0
COMPLUSIVE BEHAVIOUR	15	0
COMPLUSIVE LYING	15	0
COWARDICE	10	0
DEAFNESS	20	0
DELUSIONS	1	0
DELUSIONS	5	0
DELUSIONS	10	0
DELUSIONS	15	0
DEPENDANTS	VAR	0
DUTIES	VAR	0
DWARFISM	15	0
DYSLEXIA	5	0
ENEMIES	VAR	0
EPILEPSY	30	0
EUNUCH	5	0
FANATICISM	15	0
FAT	10	0
FAT	20	0
GIGANTISM	10	0
G-INTOLERANCE (0.05G INCREMENT)	20	0
G-INTOLERANCE (0.10G INCREMENT)	10	0
GLUTTONY	5	0
GREED	15	0
GULLIBILITY	10	0
HARD OF HEARING	10	0
HEMOPHILIA	30	0
HONESTY	10	0
ILLITERACY	0	0
IMPLUSIVENESS	10	0
INTOLERANCE	5	0
INTOLERANCE	10	0
JEALOUSY	10	0

KLEPTOMANIA	15	0
LAME (CRIPPLED LEG)	15	0
LAME (NO LEGS)	35	0
LAME (ONE LEG)	25	0
LAZINESS	10	0
LECHEROUSNESS	15	0
LOW PAIN THRESHOLD	10	0
MEGALOMANIA	10	0
MISERLINESS	10	0
MUTE	25	0
NO SENSE OF TASTE/SMELL	5	0
ODIOUS PERSONAL HABITS	5	0
ODIOUS PERSONAL HABITS	10	0
ODIOUS PERSONAL HABITS	15	0
ONE ARM	20	0
ONE EYE	15	0
ONE HAND	15	0
OVERCONFIDENCE	10	0
OVERWEIGHT	5	0
PACIFISM	15	0
PACIFISM	30	0
PARANOIA	10	0
PHOBIAS	VAR	0
POVERTY (DEAD BROKE X0)	25	0
POVERTY (POOR X.2)	15	0
POVERTY (STRUGGLING X.5)	10	0
PRIMITIVE	0	0
PYROMANIA	5	0
QUIRK	1	0
REPUTATION	5	0
SADISM	15	0
SENSE OF DUTY	5	0
SENSE OF DUTY	10	0
SENSE OF DUTY	15	0
SENSE OF DUTY	20	0
SHYNESS	5	0
SHYNESS	10	0
SHYNESS	15	0
SKINNY	5	0
SOCIAL STIGMA	5	0

SOCIAL STIGMA	10	0
SOCIAL STIGMA	15	0
SOCIAL STIGMA	20	0
SPACE SICKNESS	10	0
SPLIT PERSONALITY	10	0
SPLIT PERSONALITY	15	0
STATUS	5	0
STUBBORNNESS	5	0
STUTTERING	10	0
TRUTHFULNESS	5	0
UNLUCKINESS	10	0
VOW	1	0
VOW	5	0
VOW	10	0
VOW	15	0
WEAK WILL	8	0
0YOUTH	2	0

SKILL	SKILL	SKILL	SKILL	
ROLSkill	PntNAME	TYPE	LEVEL	
0	0.0ACCOUNTING	M	H	
4	0.0ACROBATICS	P	H	
5	0.0ACTING	M	A	
4	0.0ADMINISTRATION	M	A	
5	0.0AGRONOMY/TL	M	A	
0	0.0ALCHEMY/TL	M	VH	
4	0.0ANIMAL HANDLING	M	H	
4	0.0ANTHROPOLOGY	M	H	
4	0.0ARCHAEOLOGY	M	H	
5	0.0ARCHITECTURE	M	A	
6	0.0AREA KNOWLEDGE	M	E	
5	0.0ARMOURY (Airplane Weaponry)	M	A	WEAPONSKILI
5	0.0ARMOURY (Artillery)	M	A	WEAPONSKILI
5	0.0ARMOURY (Battlesuit)	M	A	
5	0.0ARMOURY (Beam Handguns)	M	A	
5	0.0ARMOURY (Body Armor)	M	A	WEAPONSKILI
5	0.0ARMOURY (Needle Handguns)	M	A	WEAPONSKILI
5	0.0ARMOURY (Psi Weaponry)	M	A	WEAPONSKILI
5	0.0ARMOURY (Rifles and Handguns)	M	A	WEAPONSKILI
5	0.0ARMOURY (Spaceship Armor)	M	A	WEAPONSKILI

5	0.0ARMOURY (Spaceship Weaponry)	M	A	WEAPONSKILJ
5	0.0ARMOURY (Starship Armor)	M	A	WEAPONSKILJ
5	0.0ARMOURY (Starship Weaponry)	M	A	WEAPONSKILJ
5	0.0ARMOURY (Vehicle Armor)	M	A	WEAPONSKILJ
5	0.0ARMOURY (Vehicular Weaponry)	M	A	WEAPONSKILJ
5	0.0ARMOURY < TL5	M	A	WEAPONSKILJ
4	0.0ARTIST	M	H	
0	0.0ASTROGATION	M	A	
4	0.0ASTRONOMY/TL	M	H	
6	0.0AXE THROWING	P	E	
5	0.0AXE/MACE	P	A	
5	0.0BARD	M	A	
5	0.0BATTLESUIT/TL	M	A	
6	0.0BEAM WEAPONS (Blasters)	P	E	
6	0.0BEAM WEAPONS (Lasers)	P	E	
6	0.0BEAM WEAPONS (Shockers)	P	E	
6	0.0BEAM WEAPONS (Sonics)	P	E	
6	0.0BICYCLING	P	E	
0	0.0BIOCHEMISTRY/TL	M	VH	
	BIOLOGY			
6	0.0BLACK POWDER WEAPONS	P	E	
6	0.0BLACKJACK	P	E	
5	0.0BLACKSMITH/TL	M	A	
4	0.0BLOWPIPE	P	H	
5	0.0BOATING	P	A	
0	0.0BOLAS	P	A	
4	0.0BOTANY/TL	M	H	
4	0.0BOW	P	H	
0	0.0BRAWLING	P	E	
0	0.0BREATH CONTROL	M	VH	
5	0.0BROADSWORD	P	A	
6	0.0BUCKLER	P	E	
5	0.0CALLIGRAPHY	P	A	
6	0.0CAMOUFLAGE	M	E	
8	0.0CAROUSING	P	A	
6	0.0CARPENTRY	M	E	
4	0.0CHEMISTRY/TL	M	H	
5	0.0CLIMBING	P	A	
0	0.0COMPUTER OPERATION/TL	M	E	
0	0.0COMPUTER PROGRAMMING/TL	M	H	

6	0.0COOKING	M	E
6	0.0CRIMINOLOGY	M	A
6	0.0CROSSBOW	P	E
5	0.0DANCING	P	A
5	0.0DEMOLITION/TL	M	A
4	0.0DETECT LIES	M	H
4	0.0DIAGNOSIS/TL	M	H
4	0.0DIPLOMACY	M	H
5	0.0DISGUISE	M	A
5	0.0DRIVING (18-wheeler)	P	A
5	0.0DRIVING (All-Terrain Vehicle)	P	A
5	0.0DRIVING (Construction Equipment)	P	A
5	0.0DRIVING (Hovercraft)	P	A
5	0.0DRIVING (Racing Vehicle)	P	A
5	0.0DRIVING (Stock Car)	P	A
5	0.0DRIVING (Tank)	P	A
4	0.0ECOLOGY/TL	M	H
4	0.0ECONOMICS	M	H
5	0.0ELECTRONICS OPERATION (CommuniM	M	A
5	0.0ELECTRONICS OPERATION (ComputM	M	A
5	0.0ELECTRONICS OPERATION (Force ShM	M	A
5	0.0ELECTRONICS OPERATION (HologramM	M	A
5	0.0ELECTRONICS OPERATION (Matter TM	M	A
5	0.0ELECTRONICS OPERATION (MedicalM	M	A
5	0.0ELECTRONICS OPERATION (SecurityM	M	A
5	0.0ELECTRONICS OPERATION (Sensors)M	M	A
5	0.0ELECTRONICS OPERATION (SpaceshiM	M	A
5	0.0ELECTRONICS OPERATION (StarshipM	M	A
5	0.0ELECTRONICS OPERATION (Vehicle M	M	A
5	0.0ELECTRONICS OPERATION (WeaponM	M	A
0	0.0ELECTRONICS/TL	M	H
0	0.0ENGINEER (Bombs and Traps)	M	H
0	0.0ENGINEER (Clockwork)	M	H
0	0.0ENGINEER (Combat Engineering)	M	H
0	0.0ENGINEER (Drive, hyper)	M	H
0	0.0ENGINEER (Drive, jump)	M	H
0	0.0ENGINEER (Drive, reactionless)	M	H
0	0.0ENGINEER (Drive, reaction)	M	H
0	0.0ENGINEER (Drive, warp)	M	H
0	0.0ENGINEER (Electrical Work)	M	H

0	0.0ENGINEER (Guns)	M	H
0	0.0ENGINEER (Mining)	M	H
0	0.0ENGINEER (Plumbing)	M	H
0	0.0ENGINEER (Primitive machines)	M	H
0	0.0ENGINEER (Vehicles)	M	H
4	0.0ESCAPE	P	H
5	0.0EXOSKELETON	P	A
5	0.0FALCONRY	M	A
0	0.0FAST-DRAW (2H Sword)	P	E
0	0.0FAST-DRAW (Arrow)	P	E
0	0.0FAST-DRAW (Blackjack)	P	E
0	0.0FAST-DRAW (Knife)	P	E
0	0.0FAST-DRAW (LAWGIVER)	P	E
0	0.0FAST-DRAW (Magazine)	P	E
0	0.0FAST-DRAW (Rifle)	P	E
0	0.0FAST-DRAW (Speedloader)	P	E
0	0.0FAST-DRAW (Sword)	P	E
5	0.0FAST-TALK	M	A
5	0.0FENCING	P	A
5	0.0FIRTAID/TL	M	E
6	0.0FISHING	M	E
4	0.0FLAIL	P	H
6	0.0FORCE SHIELD	P	E
5	0.0FORCE SWORD	P	A
0	0.0FORENSICS	M	H
4	0.0FORGERY/TL	M	H
5	0.0FREE FALL	P	A
5	0.0GAMBLING	M	A
0	0.0GENETICS/TL	M	VH
4	0.0GEOLOGY/TL	M	H
6	0.0GESTURE	M	E
6	0.0GUN (LAWGIVER)	P	E
5	0.0GUNNER (Arbalest)	P	A
5	0.0GUNNER (Catapult)	P	A
5	0.0GUNNER (Laser)	P	A
5	0.0GUNNER (LAWMASTER Cannon)	P	A
5	0.0GUNNER (Machinegun)	P	A
5	0.0GUNNER (Naval Cannon)	P	A
5	0.0GUNNER (Recoilless Rifle)/TL	P	A
5	0.0GUNNER (Rocket Launcher)	P	A

5	0.0GUNNER (Spaceship missiles)	P	A	
5	0.0GUNNER (Starship missiles)	P	A	
5	0.0GUNNER/TL	P	A	
5	0.0HERALDRY	M	A	
4	0.0HISTORY	M	H	
5	0.0HOLDOUT	M	A	
	HUNTING			SEE TRACKING
0	0.0HYPNOTISM	M	H	
4	0.0INTELLIGENCE ANALYSIS	M	H	
5	0.0INTERROGATION	M	A	
4	0.0JEWELER/TL	M	H	
0	0.0JUDO	P	H	
0	0.0JUMPING	P	E	
0	0.0KARATE	P	H	
6	0.0KNIFE	P	E	
6	0.0KNIFE THROWING	P	E	
4	0.0LANCE	P	A	
10	0.0LANGUAGES	M		
0	0.0LASSO	P	A	
4	0.0LAW	M	H	
5	0.0LEADERSHIP	M	A	
6	0.0LEATHERWORKING	M	E	
0	0.0LINGUISTICS	M	VH	
0	0.0LIP READING	M	A	VISION-10
	LITERACY			
4	0.0LITERATURE	M	H	
5	0.0LOCKPICKING/TL	M	A	
4	0.0MATHEMATICS	M	H	
5	0.0MECHANIC (Clockwork and small gadgM		A	OTHERS
5	0.0MECHANIC (Fuel cell/Electric motor)	M	A	OTHERS
5	0.0MECHANIC (Gasoline engine)	M	A	OTHERS
5	0.0MECHANIC (Hovercraft engine)	M	A	OTHERS
5	0.0MECHANIC (Jet Plane engine)	M	A	OTHERS
5	0.0MECHANIC (Ocean-going vessel)	M	A	OTHERS
5	0.0MECHANIC (Propellor Plane engine)	M	A	OTHERS
5	0.0MECHANIC (Robotics)	M	A	OTHERS
5	0.0MECHANIC (Small electric Motor)	M	A	OTHERS
5	0.0MECHANIC (Spaceship Drive)	M	A	OTHERS
5	0.0MECHANIC (Starship drive)	M	A	OTHERS
5	0.0MECHANIC (Steam Engine)	M	A	OTHERS

5	0.0MECHANIC (Wagons)	M	A	OTHERS
5	0.0MERCHANT	M	A	
0	0.0METALLURGY/TL	M	H	
5	0.0METEOROLOGY	M	A	
5	0.0MOTORCYCLE	P	E	
0	0.0MUSICAL INSTRUMENT	M	H	
4	0.0NATURALIST	M	H	
0	0.0NAVIGATION/TL	M	H	
0	0.0NET	P	H	
0	0.0NUCLEAR PHYSICS/TL	M	VH	
4	0.0OCCULTISM	M	A	
4	0.0PACKING	M	H	
6	0.0PARACHUTING	P	E	
5	0.0PERFORMANCE	M	A	
5	0.0PHOTOGRAPHY/TL	M	A	
3	0.0PHYSICIAN/TL	M	H	
4	0.0PHYSICS/TL	M	H	
3	0.0PHYSIOLOGY/TL	M	VH	
4	0.0PICKPOCKET	P	H	
4	0.0PILOTING (Ballon, Hot Air)	M	A	
4	0.0PILOTING (Contragravity belt)	M	A	
4	0.0PILOTING (Contragravity craft)	M	A	
4	0.0PILOTING (Glider)	M	A	
4	0.0PILOTING (Helicopter, Large)	M	A	
4	0.0PILOTING (Helicopter, Small)	M	A	
4	0.0PILOTING (Jet, Fighter, Military)	M	A	
4	0.0PILOTING (Jet, Multi-engine)	M	A	
4	0.0PILOTING (Jet, Private, small)	M	A	
4	0.0PILOTING (Prop, Multi-engine)	M	A	
4	0.0PILOTING (Prop, Single-engine)	M	A	
4	0.0PILOTING (Prop, Twin-Engine)	M	A	
4	0.0PILOTING (Space Craft, Fighter)	M	A	
4	0.0PILOTING (Spacecraft, Shuttle)	M	A	
4	0.0PILOTING (Spacecraft, Large)	M	A	
4	0.0PILOTING (Starcraft)	M	A	
4	0.0PILOTING (Ultra-light or Hang Glider)	M	A	
5	0.0PLANETOLOGY (Earthlike Worlds)	M	A	
5	0.0PLANETOLOGY (Gas Giants)	M	A	
5	0.0PLANETOLOGY (Hostile Terrestrial WcM)	M	A	
5	0.0PLANETOLOGY (Rock/Ice Worlds)	M	A	

5	0.0POETRY	M	A	
4	0.0POISONS	M	H	
5	0.0POLEARM	P	A	
5	0.0POLITICS	M	A	
5	0.0POTTERY	M	A	
5	0.0POWERBOAT	P	A	
5	0.0PROSPECTING	M	A	
	PSIONICS			
4	0.0PSYCHOLOGY	M	H	
	PUBLIC SPEAKING			SEE BARD
5	0.0RESEARCH	M	A	
5	0.0RIDING	P	A	
0	0.0RUNNING	P	H	
6	0.0SAVOIR-FAIRE	M	E	
6	0.0SCROUNGING	M	E	
5	0.0SCUBA	M	A	
5	0.0SCULPTING	P	A	
6	0.0SEAMANSHIP/TL	M	E	
7	0.0SEX APPEAL	M	A	
4	0.0SHADOWING	M	A	
6	0.0SHIELD	P	E	
4	0.0SHIPBUILDING (Starship)	M	A	
4	0.0SHIPBUILDING/TL	M	H	
5	0.0SHORTSWORD	P	A	
0	0.0SIGN LANGUAGE	M	A	
6	0.0SINGING	P	E	
4	0.0SKIING	P	H	
0	0.0SLEIGHT OF HAND	P	H	
4	0.0SLING	P	H	
5	0.0SPEAR	P	A	
6	0.0SPEAR THROWER	P	A	
6	0.0SPEAR THROWING	P	E	
0	0.0SPEED-LOAD (LAWGIVER)	P	E	
	0.0SPELLS	M	H/VH	
5	0.0SPORTS (BY TYPE)	P	A	
5	0.0STAFF	P	H	
5	0.0STEALTH	P	A	
4	0.0STRATEGY (Land)	M	H	OTHER STATE
4	0.0STRATEGY (Naval)	M	H	OTHER STATE
4	0.0STRATEGY (Space)	M	H	OTHER STATE

5	0.0STREETWISE	M	A
0	0.0SURGERY/TL	M	VH
5	0.0SURVIVAL (Arctic)	M	A
5	0.0SURVIVAL (Desert)	M	A
5	0.0SURVIVAL (Island/Beach)	M	A
5	0.0SURVIVAL (Jungle)	M	A
5	0.0SURVIVAL (Mountains)	M	A
5	0.0SURVIVAL (Plains)	M	A
0	0.0SURVIVAL (Radioactive)	M	A
5	0.0SURVIVAL (Swampland)	M	A
5	0.0SURVIVAL (Woodlands)	M	A
0	0.0SWIMMING	P	E
4	0.0TACTICS	M	H
5	0.0TEACHING	M	A
0	0.0TEAMSTER	M	A
0	0.0TELEGRAPHY	M	E
4	0.0THEOLOGY	M	H
0	0.0THROWING	P	H
6	0.0THROWN WEAPON	P	E
5	0.0TRACKING	M	A
5	0.0TRAPS/TL	M	A
5	0.0TWO-HANDED AXE/MACE	P	A
5	0.0TWO-HANDED SWORD	P	A
0	0.0UNDERWATER DEMOLITION	M	A
0	0.0VACC SUIT/TL	M	A
0	0.0VENTRILLOQUISM	M	H
0	0.0VETERINARY/TL	M	H
0	0.0WHIP	P	A
5	0.0WOODWORKING	P	A
5	0.0WRITING	M	A
4	0.0XENO BIOLOGY	M	A
4	0.0XENOLOGY	M	H
4	0.0ZOOLOGY	M	H

/wgpd~/dsda40..bz103~pb1~d~sc1~a~g/dsda105..bz217~pb1~d~sc1~a~g/dsda221..bz513~pb1~
/pfc1~roouqra1..f38~gr{ESC} {HOME} {PGDN 3} {UP 4} {RIGHT}..{END} {DOWN}..{RIGHT
/FS{ESC}

/wgp This worksheet is shareware, I built it to aid in the creation of characters for the GURPS RPG system. If you like it think about sending me 5-10 bucks for the time and effort I put into it.

Send check, Money orders, cash to:

Michael G Holt

9939 WHiskey Run

Laurel, MD 20723

When you do, include your address, and if/when I add other GURPS items

I'll try to get you a new copy.

NOTE: I am NOT affiliated with Steve Jackson Games.

TO USE THIS SPREADSHEET: PRESS <HOME> TO GET TO THE TOP THEN SIMPLY FILL IN THE ATTRIBUTE COLUMN WITH VALUES YOU CHOOSE PLACE A 1 IN THE COLUMN IF YOU WANT THE ADVANTAGE/DISADVANTAGE OR IF THAT ADVANTAGE/DISADVANTAGE IS A 'POINTED' ONE PLACE ANOTHER NUM SOME ADVANTAGES/DISADVANTAGES HAVE 'VAR' IN THE COST AREA IF YOU CHOOSE ONE OF THESE, PLACE THE COST YOU HAVE CHOSEN IN THE COL WHERE 'VAR' APPEARS

SKILLS AND SPELLS ARE CHOSEN BY ENTERING THE SKILL POINTS SPENT ROLLS NEEDED ARE THEN SHOWN NEXT TO THEM

WHEN YOU ARE DONE CHOOSING, AND WISH TO GET A 'PRINTOUT' HOLD DOWN THE alt KEY AND PRESS P, THIS WILL DO THE FOLLOWING
1) SORT ALL AREAS, ADVANTAGES, DISADVANTAGES, SKILLS AND SPELLS
2) PRINT ALL CHARACTER INFO TO A FILE C1.PRN (if this is the first time you do this, it
3) PROMPT YOU TO ENTER A FILENAME TO SAVE IT UNDER

TO RESET THE ADVANTAGES, DISADVANTAGES, AND SKILLS TO ALPHABETICAL HOLD DOWN THE alt KEY AND PRESS R

Pre-requisites for Skills (not currently done)

GURPS Supers

GURPS Psionics

SKILL	SPELL				
ROLSkill	PntNAME		TYPE	CLASS1	CLASS2DURAT
0	0.0	BEAST SUMMONING	ANIMAL	REGULAR	1 MINU

0	0.0BEAST-SOOTHER	ANIMAL	REGULAR	PERMA
0	0.0BIRD CONTROL	ANIMAL	REGULAR	1 MINU
0	0.0MAMMAL CONTROL	ANIMAL	REGULAR	RESII MINU
0	0.0REPTILE CONTROL	ANIMAL	REGULAR	1 MINU
0	0.0MIND-READING	COMMUNIC	REGULAR	RESII MINU
0	0.0PERSUASION	COMMUNIC	REGULAR	RESII MINU
0	0.0SENSE EMOTION	COMMUNIC	REGULAR	
0	0.0SENSE FOES	COMMUNIC	INFORMA	AREA
0	0.0SENSE LIFE	COMMUNIC	INFORMA	AREA
0	0.0TRUTHSAYER	COMMUNIC	REGULAR	
0	0.0CONTROL AIR ELEMENTAL	ELEMENTA	REGULAR	INFORM MINU
0	0.0CREATE AIR ELEMENTAL	ELEMENTA	SPECIAL	1 HOUF
0	0.0SUMMON AIR ELEMENTAL	ELEMENTA	SPECIAL	1 HOUF
0	0.0CONTROL EARTH ELEMENTAL	ELEMENTA	REGULAR	INFORM MINU
0	0.0CREATE EARTH ELEMENTAL	ELEMENTA	SPECIAL	
0	0.0SUMMON EARTH ELEMENTAL	ELEMENTA	SPECIAL	1 HOUF
0	0.0CONTROL FIRE ELEMENTAL	ELEMENTA	REGULAR	INFORM MINU
0	0.0CREATE FIRE ELEMENTAL	ELEMENTA	SPECIAL	
0	0.0SUMMON FIRE ELEMENTAL	ELEMENTA	SPECIAL	1 HOUF
0	0.0CONTROL WATER ELEMENTAL	ELEMENTA	REGULAR	INFORM MINU
0	0.0CREATE WATER ELEMENTAL	ELEMENTA	SPECIAL	
0	0.0SUMMON WATER ELEMENTAL	ELEMENTA	SPECIAL	1 HOUF
0	0.0BREATHE WATER	ELEMENTA	REGULAR	1 MINU
0	0.0CLOUDS	ELEMENTA	AAREA	10 MINU
0	0.0CREATE AIR	ELEMENTA	AAREA	PERMA
0	0.0EARTH TO AIR	ELEMENTA	REGULAR	
0	0.0LIGHTNING	ELEMENTA	MISSILE	
0	0.0PREDICT WEATHER	ELEMENTA	INFORMATION	
0	0.0PURIFY AIR	ELEMENTA	AAREA	PERMA
0	0.0RAIN	ELEMENTA	AAREA	1 HOUF
0	0.0SHAPE AIR	ELEMENTA	REGULAR	1 MINU
0	0.0WALK ON AIR	ELEMENTA	REGULAR	1 MINU
0	0.0CREATE EARTH	ELEMENTA	REGULAR	
0	0.0EARTH TO AIR	ELEMENTA	REGULAR	
0	0.0EARTH TO STONE	ELEMENTA	REGULAR	
0	0.0EARTH VISION	ELEMENTA	REGULAR	30 SECC
0	0.0SEEK EARTH	ELEMENTA	INFORMATION	
0	0.0SHAPE EARTH	ELEMENTA	REGULAR	
0	0.0STONE MISSILE	ELEMENTA	MISSILE	
0	0.0STONE TO EARTH	ELEMENTA	REGULAR	

0	0.0COLD	ELEMENTAREGULAR	1 MINUTE
0	0.0CREATE FIRE	ELEMENTAAREA	1 MINUTE
0	0.0EXTINGUISH FIRE	ELEMENTAREGULAR	
0	0.0FIREBALL	ELEMENTAMISSILE	
0	0.0HEAT	ELEMENTAREGULAR	1 MINUTE
0	0.0IGNITE FIRE	ELEMENTAREGULAR	
0	0.0RESIST FIRE	ELEMENTAREGULAR	1 MINUTE
0	0.0SHAPE FIRE	ELEMENTAAREA	1 MINUTE
0	0.0BREATHE WATER	ELEMENTAREGULAR	1 MINU
0	0.0CREATE WATER	ELEMENTAREGULAR	PERMA
0	0.0DESTROY WATER	ELEMENTAAREA	PERMA
0	0.0FOG	ELEMENTAAREA	1 MINU
0	0.0ICE SPHERE	ELEMENTAMISSILE	
0	0.0PURIFY WATER	ELEMENTASPECIAL	PERMA
0	0.0RAIN	ELEMENTAAREA	1 HOUF
0	0.0SEEK WATER	ELEMENTAINFORMATION	
0	0.0SHAPE WATER	ELEMENTAREGULAR	1 MINU
0	0.0WALK ON WATER	ELEMENTAREGULAR	1 MINU
0	0.0ENCHANT	ENCHANTMENCHANTMENT	PERMA
0	0.0POWER	ENCHANTMENCHANTMENT	PERMA
0	0.0REMOVE ENCHANTMENT	ENCHANTMENCHANTMENT	PERMA
0	0.0SCROLL	ENCHANTMENCHANTMENT	
0	0.0DEFLECT	ENCHANTMENCHANTMENT	PERMA
0	0.0FORTIFY	ENCHANTMENCHANTMENT	PERMA
0	0.0LIGHTEN	ENCHANTMENCHANTMENT	PERMA
0	0.0ACCURACY	ENCHANTMENCHANTMENT	PERMA
0	0.0PUISSANCE	ENCHANTMENCHANTMENT	PERMA
0	0.0POWERSTONE	ENCHANTMENCHANTMENT	PERMA
0	0.0STAFF	ENCHANTMENCHANTMENT	PERMA
0	0.0AWAKEN	HEALING AREA	PERMA
0	0.0LEND HEALTH	HEALING REGULAR	1 HOUR
0	0.0LEND STRENGTH	HEALING REGULAR	PERMA
0	0.0MAJOR HEALING	HEALING REGULAR	PERMA
0	0.0MINOR HEALING	HEALING REGULAR	PERMA
0	0.0RECOVER STRENGTH	HEALING SPECIAL	PERMA
0	0.0ANALYZE MAGIC	KNOWLEDGINFORMATION	
0	0.0AURA	KNOWLEDGINFORMATION	
0	0.0DETECT MAGIC	KNOWLEDGREGULAR	
0	0.0IDENTIFY SPELL	KNOWLEDGINFORMATION	
0	0.0SEEKER	KNOWLEDGINFORMATION	

0	0.0TRACE	KNOWLEDGREGULAR	1 HOUR
0	0.0BLUR	LIGHT/DARREGULAR	1 MINUTE
0	0.0CONTINUAL LIGHT	LIGHT/DARREGULAR	2D6 DA
0	0.0DARKNESS	LIGHT/DARAREA	1 MINUTE
0	0.0FLASH	LIGHT/DARREGULAR	
0	0.0LIGHT	LIGHT/DARREGULAR	1 MINUTE
0	0.0FIND WEAKNESS	MAKING/BIINFORMATION	
0	0.0REJION	MAKING/BIREGULAR	10 MIN
0	0.0REPAIR	MAKING/BIREGULAR	PERMA
0	0.0RESTORE	MAKING/BIREGULAR	10 MIN
0	0.0SHATTER	MAKING/BIREGULAR	PERMA
0	0.0WEAKEN	MAKING/BIREGULAR	PERMA
0	0.0BRAVERY	MIND CONAREA	IQ RES11 HOUR
0	0.0DAZE	MIND CONREGULARRHT	RES1 MINU
0	0.0FEAR	MIND CONAREA	IQ RES110 MIN
0	0.0FOOLISHNESS	MIND CONREGULARRIQ	RES11 MINU
0	0.0MASS DAZE	MIND CONAREA	HT RES1 MINU
0	0.0MASS SLEEP	MIND CONAREA	HT RESIST
0	0.0SLEEP	MIND CONREGULARRHT	RESIST

Physical Skills

Easy			0.5	1	2
Average		0.5	1	2	4
Hard	0.5	1	2	4	8
Skill L	7	8	9	10	11
Mental	1(divisor)				
Easy				0.5	1
Average			0.5	1	2
Hard		0.5	1	2	4
Very F	0.5	1	2	4	8
Skill L	6	7	8	9	10

ActingActingAnimaAstrogation Bard Bard[y/n] Carousing Carousing[y/n]
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	6	-2		0	0
	5	-2		0	0
	6	-2		0	0
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-5	-5			0	0
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4				0	0
4	-6			0	0
4	6			0	0
5	-2	-2		0	0
5				0	0
3	-5	-11		0	0
4				0	0
3	-5	-5	-5	0	0
4	-4			0	0
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	5	-5		0	0
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	4	-4		0	0
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	5	-2	-3	0	0
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	5	-2		0	0
	6	-4		0	0
	6	-4		0	0
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	5	-2		0	0
	5	5		0	0
GY-4	4	-6	-4	0	0
GY-4	4	-6	-4	0	0
GY-4	4	-6	-4	0	0

5				0	0
-5	-5	-8	-12	0	0
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4				0	0
4	-6	-6	-6	0	0

d~sc1~a~g/dsda560..r659~pa1~d~sc1~a~g/wgpe
6}~gr{ESC}{HOME}{PGDN 7}{DOWN 5}{RIGHT}..{END}{DOWN}..{RIGHT 6}~gra218

IBER

.UMN

will claim an error, just re-try, since C1.prn did not exist)

ORDER

CASTMAINSKILL

COSTCOST(TIME ITEM

3 2

LEVEL

H

DEFAULTS

3	0	H
4	2	H
5	3	H
4	2	H
4	210 seconds	H
1	0	H
2	0	H
1	0	H
1	0	H
2	0	H
1/8 OF	02 SECONDS	H
4	030 SECONDS	H
4	030 SECONDS	H
1/8 OF	02 SECONDS	H
1/4 OF	0TOTAL OF ATTRIBH	
4	030 SECONDS	H
1/8 OF	02 SECONDS	H
1/4 OF	0TOTAL OF ATTRIBH	
4	030 SECONDS	H
1/8 OF	02 SECONDS	H
1/4 OF	0TOTAL OF ATTRIBH	
4	030 SECONDS	H
4	2	H
0.05	0.0510 SECONDS	H
1	0	H
8	02 SECONDS	H
3	0ONDS	H
2x LEN	05 SECONDS / DAY	(H
1	0	H
0.1	0.1	H
10	0	H
3	2	H
4	0	H
8	02 SECONDS	H
5	0	H
2	0	H
3	010 seconds	H
2	1	H
3	01/POINT OF ENERGH	
6	0	H

3	3NUTE	H
1	2	H
3	0	H
3	00ONDS	H
3	3NUTE	H
3	0	H
2	1	H
1	2	H
4	2	H
2	0	H
3	0	H
2	1	H
3	01-3 SECONDS	H
1	05-10 SECONDS PERH	
0.1	0.1	H
2	0	H
1	12 SECONDS	H
3	24 SECONDS	H
0	0	VH
500	0	H
100	0	H
0	0DAYS TIME SPELLH	
100	0	H
50	0	H
100	0	H
250	0	H
250	0	H
20	0	H
30	0	H
1	0	H
1/HT P	0	H
1/ST P	0	H
4	0	VH
3	0	H
0	0	H
8	0HOUR	H
3	0	H
2	00ONDS	H
2	0	H
3	0	H

3	1NUTE	H
5	5ONDS	H
4	0	H
2	1	H
4	0ONDS	H
1	1	H
1	0ONDS	H
1	0.50 LBS	H
3	0D / LB	H
2	1ONDS	H
3	0	VH
2	0ONDS	H
2	N/A	H
3	2ONDS	H
1	N/A	H
1/IQ PC	0	H
2	1POINT	H
3	0POINT	H
4	0ONDS	H

4	8	16	24	
8	16	24	32	
16	24	32	40	
12	13	14	15	
2	4	6	8	10
4	6	8	10	12
6	8	10	12	14
12	16	20	24	28
11	12	13	14	15

Chemistry Climbing Computer ProgDiplomacy Diplomacy[y/nDisguise

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SKILL
Acting

Agronomy

Animal Handli

Archaeology

Armoury

Artist

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Magic Skills	0Magery Bonus				
Hard		0.5	1	2	4
Very Hard	0.5	1	2	4	8
Skill Level	6	7	8	9	10
Psionic Skills					
Easy				0.5	1
Average			0.5	1	2
Hard		0.5	1	2	4
Very Hard	0.5	1	2	4	8
Skill Level	6	7	8	9	10

Drive Eidetic MemorEngineering Escape Fast-Draw Fast-Talk

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Astronomy

Bard

Battle Suit

Beam Weapon

Bicycling

Biochemistry

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CAST	MAIN
COST(cast)	COST(main)
3	2

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4 2
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4 2
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1/8 OF ATTRIBUTE TOTAL

4

4

1/8 OF ATTRIBUTE TOTAL

1/4 OF ATTRIBUTE TOTAL

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1/8 OF ATTRIBUTE TOTAL

1/4 OF ATTRIBUTE TOTAL

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1/8 OF ATTRIBUTE TOTAL

1/4 OF ATTRIBUTE TOTAL

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2x LENGTH OF FORECAST

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3	2

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1/HT POINT
1/ST POINT

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5	5
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2	1
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2	N/A
3	2
1	N/A
1/IQ POINT	
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6	8	10	12	14
12	16	20	24	28
11	12	13	14	15
2	4	6	8	10
4	6	8	10	12
6	8	10	12	14
12	16	20	24	28
11	12	13	14	15

Fast-Talk[y/n] Free Fall[y/n] Gesture Language Leadership Leadership[y/n]

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Blacksmith

Boating

Brawling

Broadsword

Buckler

Carpentry

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Attributes	1				
Level	1	2	3	4	5
Cost	-80	-70	-60	-50	-40
Basic Damage					
Thrusting (dice	0	0	0	0	1
Thrusting (moc	0	0	0	0	-5
Swinging (dice	0	0	0	0	1
Swinging (moc	0	0	0	0	-5

Lip Read Magery Math Mechanic Merchant Merchant[y/n]

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Chemistry Criminology Demolition Diplomacy Electronic OpEngineer

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Firstaid

Force Sword

Geology

Gun

Gunnery

Jeweler

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20	30	45	60	80	100
1	1	1	1	1	1
-1	0	0	1	1	2
1	2	2	2	2	3
2	-1	0	1	2	-1

Politics[y/n] Public SpeakinPublic SpeakinRiding

Running[y/n] Savoir-Faire

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Lockpicking Mathematics Mechanic Merchant Motorcycle Naturalist

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created by Michael G Holt DDcc April 1, 1993

18	19	20
125	150	175

1	2	2
2	-1	-1
3	3	3
0	1	2

Savoir-Faire[y/Sex Appeal Sex Appeal[y/rShadowing Sign Singing

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Navigation Performance Physician Physiology PowerBoat Prospecting

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Streetwise

Streetwise[y/n]Swim

Teaching

Teaching[y/n] Tracking

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Psychology Riding Running Savoir-Fiare Seamanship Shield

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Vet

Cmbt/Miss[y/n]Combat/HandvMove

Move Max

Active Defense

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Shortsword Sign Language Sleight of Hand Spear

Spear Thrower Spear Throwing

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DR bonus

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Staff

Stealth

Strategy

Survival

Swimming

Tactics

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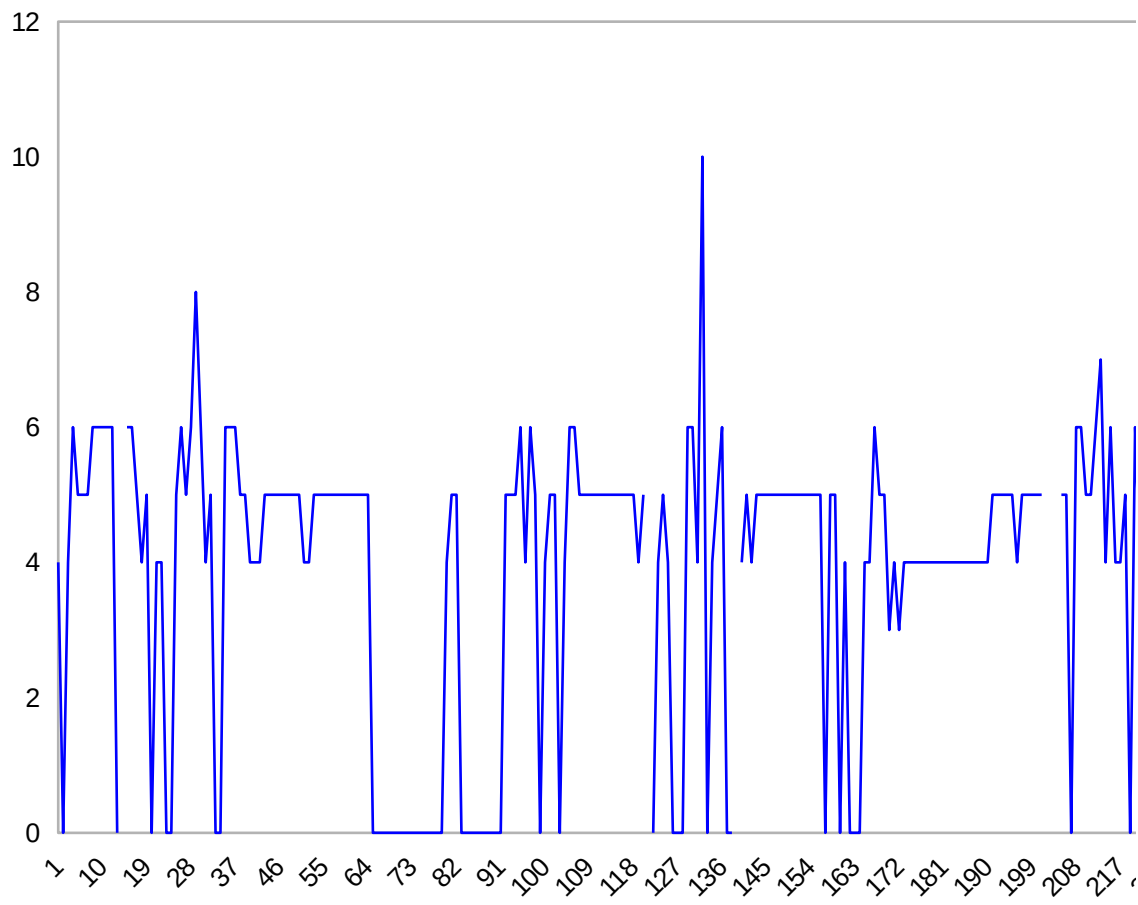
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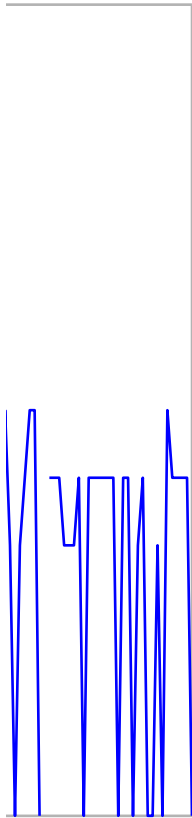
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Veterinary Writing

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