



CHARACTER SHEET

Name James A. ("Awesome") Wesson Player PAN
 Ht 6'3" Wt 225 lbs Size Modifier 0 Age 26
 Appearance Ryan McPartlin (Captain Awesome) in "Chuck"

Point Total 155
 Unspent Points 0

ST	11	[10]	HP	12	[2]
DX	12	[40]	Will	12	[0]
IQ	12	[40]	Per	12	[0]
HT	12	[20]	FP	12	[0]

Languages		Spoken	Written
Arabic		(Broken)	(Broken) [2]
English (Native Language)		(Native)	(Native) [0]

DR	0	TL: 8 [0]
		Cultural Familiarities
		American (Native) [0]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6.5 [10] BASIC MOVE 5 [-5]

PARRY	10	Reaction Modifiers
BLOCK	0	Appearance: +1/+1 <i>Unappealing Includes:</i> +1 from 'Appearance' <i>Appealing Includes:</i> +1 from 'Appearance' Status: +0 Other: +0 Conditional: +1 from 'Workaholic', -1 from 'Workaholic', +2 from 'Sense of Duty (Civilians)' when in dangerous situations if Sense of Duty is known, +1 from 'Healer'

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 5	Dodge 10
Light (1) = 2 x BL 48	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 72	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 6

TEMPLATES AND METATRAITS

Boxing (Martial Arts)	[0]
Soldier (Traveller: Interstellar Wars)	[0]

ADVANTAGES AND PERKS

Ambidexterity	[5]
Appearance (Attractive)	[4]
Combat Reflexes	[15]
Fit	[5]
Healer 1	[10]
Style Familiarity (Boxing)	[1]

DISADVANTAGES AND QUIRKS

Code of Honor (Medic's)	[-10]
Compulsive Behavior (Working Out) (12 or less)	[-5]
Intolerance (Libs) (One group)	[-5]
Lame (Right Leg)	[-10]
Light Sleeper	[-5]
Obsession (Self Fitness) (Short-Term Goal) (12 or less)	[-5]
Pacifism (Reluctant Killer)	[-5]
Post-Combat Shakes (12 or less)	[-5]
Selfless (12 or less)	[-5]
Sense of Duty (Civilians) (Large Group)	[-10]
Workaholic	[-5]
"Awesome!"	[-1]
Hates the taste of coffee	[-1]
Really dislikes deserts	[-1]
Sleepy drunk	[-1]
Wench magnet	[-1]

SKILLS

Name	Level	Relative Level
Acrobatics	11	DX-1 [2]
Boxing	11	DX-1 [8]
<i>Includes: -3 from 'Lame (Right Leg)'</i>		
Boxing Sport	12	DX+0 [1]
Camouflage	12	IQ+0 [1]
Chemistry/TL8	10	IQ-2 [1]
Climbing	11	DX-1 [1]
Diagnosis/TL8 (Human)	12	IQ+0 [2]
<i>Includes: +1 from 'Healer'</i>		
First Aid/TL8 (Human)	15	IQ+3 [4]
<i>Includes: +1 from 'Healer'</i>		
Games (Boxing)	12	IQ+0 [1]
Gesture	12	IQ+0 [1]
Guns/TL8 (Pistol)	12	DX+0 [1]
Guns/TL8 (Rifle)	12	DX+0 [1]
Hiking	11	HT-1 [1]
Jumping	13	DX+1 [2]
Knife	10	DX-2 [2]
<i>Includes: -3 from 'Lame (Right Leg)'</i>		
Leadership	13	IQ+1 [4]
Navigation/TL8 (Land)	11	IQ-1 [1]
Parachuting/TL8	12	DX+0 [1]
Physician/TL8 (Human)	12	IQ+0 [2]
<i>Includes: +1 from 'Healer'</i>		
Power Blow	10	Will-2 [1]
Running	13	HT+1 [4]
Savoir-Faire (Military)	12	IQ+0 [1]
Scrounging	12	Per+0 [1]
Soldier/TL8	12	IQ+0 [2]
Sports (American Football)	12	DX+0 [2]
Stealth	11	DX-1 [1]
Surgery/TL8 (Human)	11	IQ-1 [2]
<i>Includes: +1 from 'Healer'</i>		
Survival (Desert)	11	Per-1 [1]
Survival (Jungle)	11	Per-1 [1]
Survival (Mountain)	11	Per-1 [1]
Survival (Swampland)	11	Per-1 [1]
Survival (Woodlands)	11	Per-1 [1]
Swimming	12	HT+0 [1]
Tactics	11	IQ-1 [2]
Throwing	12	DX+0 [2]

SKILLS (continued)

Name	Level	Relative Level
Techniques		
Aggressive Parry (Boxing)	9	[2]
Counterattack (Boxing)	7	[2]
Evade (Acrobatics)	12	[1]
Roll with Blow (Boxing)	10	[2]
Targeted Attack (Boxing)	7	[2]
Punch/Face		
Uppercut (Boxing)	11	[1]



CHARACTER SHEET

James A. ("Awesome")
Wesson

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Aggressive Parry (Boxing)	1d-5 cr	C	9 (No)			
	Bite	1d-2 cr	C	12 (No)			
	Boxing	1d-2 cr	C	11 (9)			
	Kick	1d-1 cr	C,1	10 (No)			
	Uppercut (Boxing)	1d-1 cr	C	11 (No)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight

SPEED/RANGE TABLE

For complete table, see p. 550.

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

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight

CHARACTER NOTES

Code of Honor (Medic's):
- I will do whatever I can to save a life. If this means exposing myself to hostile fire, or a burning building, or

(text truncated to fit space)

POINTS SUMMARY

Attributes/Secondary Characteristics	[117]
Advantages/Perks/TL/Languages/Cultural Familiarity	[42]
Disadvantages/Quirks	[-75]
Skills/Techniques	[71]
Other	[]



NOTES

Code of Honor (Medic's):

- I will do whatever I can to save a life. If this means exposing myself to hostile fire, or a burning building, or any other kind of risk, then so be it.
- I will do everything I can to save the life of a wounded man (or woman, or child), but if nothing can be done, I will try to make the passing easier.
- I will always keep a smile on my face and good cheer about me as this will calm the mind of the wounded and a positive mindset can save a life when medicine could not.
- When the battle is over, I will treat any who need it within my abilities, regardless of which side they were on. Life is too precious to allow it be wasted.