

GURPS Spend 100 points (p) to create a character!

Attributes start at 10.
Strength (ST): +/- 1: 10 p
Dexterity (DX) +/- 1: 20 p
Intelligence: +/- 1: 20 p
Health: +/- 1: 10 p
Secondary Characteristics:
Hit Points = Strength +/- 1: 2p
Perception = IQ +/-1: 5 p
Willpower=IQ +/-1: 5p
Fatigue = Health +/-1: 5 p
Speed = DX + HT / 4
Dodge = Speed + 3
Basic Lift = ST x ST / 5
Success 3d6 equal or under. Reaction Roll 3d6 high is good, Parry = Skill/2 + 3

ST Swing/Thrust	Advantages
5: 1d-3/1d-4	Charisma: $\frac{5}{+1rr}$
6: 1d-3/1d-4	Combat Reflexes 15p
7: 1d-2/1d-3	Extra Language 6 p
8: 1d-2//1d-3	High Pain Threshold 10o
9: 1d-1/1d-2	Night Vision 10p
10: 1d/1d-2	Disadvantages:
11: 1d+1/1d-1	Bloodlust -10p
12: 1d+2/1d-1	Bully -10p
13: 2d-1/1d	Greed -15p
14: 2d/1d	Honesty: -15p
15: 2d+1/1d+1	Overconfidence -5p
16: 2d+2/1d+2	Sense of Duty - 10p

Skills: +4:1p, +5:2p, +6:4p,+7:8p, +8:12p, +9:16p, +10: 20p

Axe/Mace (DX-5)	Drive (DX-5)	Mechanic (IQ-5)
Bow (DX-4)	Fast Talk (IQ-5)	Physician (IQ-6)
Brawling(DX-4)	First Aid (IQ-4)	Spear (DX-5)
Broadsword(DX-5)	Guns (DX-4)	Stealth (DX-5)
Climbing(DX-5)	Greatsword(DX-5)	Swimming (HT-4)
Computer (IQ-4)	Knife (DX-4)	Throwing (DX-5)
Crossbow (DX-4)	Leadership (IQ-5)	Tracking (Per-5)

Combat in order of Speed: Aim (+ Accuracy), Move Speed Yards, Step and Attack, All Out Attack (+4 to hit, 2 attacks, or +2 Damage), All Out Defense (2 Active Defenses). Roll Skill to hit, target rolls Active Defense, Roll Damage Damage - Armor's Damage Resistance: $\frac{1}{2}$ Hp Stunned (no attack, $\frac{1}{2}$ move, -4 Active Defense), 0 or less roll HT or Incapacitated, HP x-n Roll HT or Die.
Weapons: Axe Swing +1 (x1.5),Dagger Thrust (x2),Bow A+1 Thrust +1 (x2)
Broadsword Swing (x1.5),Pistol+1 2d,Great Sword Swing 2 (x1.5),Rifle+3 5d
Armour: Leather DR 2, Chain DR 4, Plate DR 6, Flak DR 8, Carapace DR 12