GURPS

DUNGEON FANTASY SHEET

Name: _____ **Player:** _____
Profession: _____ **Race (Template):** _____
Gender: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Skin: _____ **Hair:** _____ **Eye:** _____

ST Mod.: CP:	**Hit Points** Mod.: CP:	**Current Hit Points**	
DX Mod.: CP:	**Will** Mod.: CP:	**Basic Speed/Initiative** (DX+HT)/4 Mod.: CP:	**Character Points**
IQ Mod.: CP:	**Perception** Mod.: CP:	**Basic Move** Mod.: CP:	**Basic Lift [kg]** (ST*ST)/10 Mod.: CP: / **Unspent CP**
HT Mod.: CP:	**Fatigue** Mod.: CP:	**Current Fatigue**	

Encumbrance [kg]		Move		Dodge	
None (0) = Basic Lift	_____	BM * 1	_____	Dodge =BS+3+Special	_____
Light (1) = 2 * BL	_____	BM * 0.8	_____	Dodge - 1	_____
Medium (2) = 3 * BL	_____	BM * 0.6	_____	Dodge - 2	_____
Heavy (3) = 6 * BL	_____	BM * 0.4	_____	Dodge - 3	_____
X-Heavy (4) = 10 * BL	_____	BM * 0.2	_____	Dodge - 4	_____

Attacks

Basic Damage

Swing	Thrust

Unarmed (Brawling)

Damage	Level	Cost	CP
		DX/E	

Weapon 1:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 2:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Defenses

Parry 3+Weapon/2	Block 3+(Shld+DB)/2

Shield DB: _____

Hit Location	Roll	DR
Skull	3-4	
Face	5	
Right Leg	6-7	
Right Arm	8	
Torso	9-10	
Groin	11	
Left Arm	12	
Left Leg	13-14	
Hand	15	
Foot	16	
Neck	17-18	

Money

1 Gold Crown = 20 Silver Shillings = 240 brass pennies
1 Silver Shilling = 12 Brass Pennies

Crowns
Shillings
Pennies

Skill	Level	Cost	CP
Animal Handling	_____	IQ/A	_____
Climbing	_____	DX/A	_____
Diplomacy	_____	IQ/H	_____
Fast Talk (Bluff)	_____	IQ/A	_____
First Aid (Heal)	_____	IQ/E	_____
Hiking	_____	HT/A	_____
Jumping	_____	DX/E	_____
Lockpicking	_____	IQ/A	_____
Merchant	_____	IQ/A	_____
Naturalist	_____	IQ/H	_____
Pickpocket	_____	DX/H	_____
Riding	_____	DX/A	_____
Search	_____	IQ/A	_____
Shield	_____	DX/E	_____
Stealth (Move Slt.)	_____	DX/A	_____
Streetwise	_____	IQ/A	_____
Survival	_____	IQ/A	_____
Swimming	_____	HT/E	_____
Tracking	_____	IQ/A	_____
Traps (Disable Dev.)	_____	IQ/A	_____

GURPS SKILLS & TRAITS **CHARAKTER:** _____ **PLAYER:** _____

ADVANTAGES, DISADVANTAGES, QUIRKS

TRAIT	CP

RACIAL TRAITS

RACE: _____ **CP:** _____

PROFESSIONAL TRAITS

PROF.: _____ **CP:** _____

LANGUAGE	SPOKEN	WRITTEN	CP

CULTURAL FAMILIARITY	CP

POSSESSIONS

ITEM	$	kg

SKILL/SPELL	LEVEL	COST	CP

GURPS

DUNGEON FANTASY MAGE SHEET

Name: _____ **Player:** _____
Profession: _____ **Race (Template):** _____
Gender: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Skin: _____ **Hair:** _____ **Eye:** _____

ST Mod.: CP:	**Hit Points** Mod.: CP:	**Current HP**
DX Mod.: CP:	**Will** Mod.: CP:	
IQ Mod.: CP:	**Perception** Mod.: CP:	**Basic Speed/Initiative** (DX+HT)/4 Mod.: CP: / **Character Points**
HT Mod.: CP:	**Fatigue** Mod.: CP:	**Basic Move** Mod.: CP: / **Basic Lift [kg]** (ST*ST)/10 Mod.: CP: / **Unspent CP**

Fatigue

Full (natural plus enhanced)	
Less than ___ (1/3) FP Halve Move, Dodge & ST	
0 FP or less Will-roll to avoid collapse, further loss also causes 1 HP injury	
-1xFP (_____) fall unconscious	

Encumbrance [kg] / Move / Dodge

Encumbrance [kg]		Move		Dodge	
None (0) = Basic Lift	_____	BM * 1	_____	Dodge =BS+3+Special	_____
Light (1) = 2 * BL	_____	BM * 0.8	_____	Dodge - 1	_____
Medium (2) = 3 * BL	_____	BM * 0.6	_____	Dodge - 2	_____
Heavy (3) = 6 * BL	_____	BM * 0.4	_____	Dodge - 3	_____
X-Heavy (4) = 10 * BL	_____	BM * 0.2	_____	Dodge - 4	_____

Attacks

Basic Damage

Swing	Thrust

Unarmed (Brawling)

Damage	Level	Cost	CP
		DX/E	

Weapon 1:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 2:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Defenses

Parry 3+Weapon/2	Block 3+(Shld+DB)/2

Shield DB: _____

Hit Location	Roll	DR
Skull	3-4	
Face	5	
Right Leg	6-7	
Right Arm	8	
Torso	9-10	
Groin	11	
Left Arm	12	
Left Leg	13-14	
Hand	15	
Foot	16	
Neck	17-18	

Money

1 Gold Crown = 20 Silver Shillings = 240 Brass Pennies
1 Silver Shilling = 12 Brass Pennies

Crowns
Shillings
Pennies

Skill	Level	Cost	CP
Animal Handling	_____	IQ/A	_____
Climbing	_____	DX/A	_____
Diplomacy	_____	IQ/H	_____
Fast Talk (Bluff)	_____	IQ/A	_____
First Aid (Heal)	_____	IQ/E	_____
Hiking	_____	HT/A	_____
Jumping	_____	DX/E	_____
Lockpicking	_____	IQ/A	_____
Merchant	_____	IQ/A	_____
Naturalist	_____	IQ/H	_____
Pickpocket	_____	DX/H	_____
Riding	_____	DX/A	_____
Search	_____	IQ/A	_____
Shield	_____	DX/E	_____
Stealth (Move Slt.)	_____	DX/A	_____
Streetwise	_____	IQ/A	_____
Survival	_____	IQ/A	_____
Swimming	_____	HT/E	_____
Tracking	_____	IQ/A	_____
Traps (Disable Dev.)	_____	IQ/A	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

GURPS

DUNGEON FANTASY COMBAT SHEET

Name: _____ **Player:** _____
Profession: _____ **Race (Template):** _____
Gender: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Skin: _____ **Hair:** _____ **Eye:** _____

ST Mod.: CP:	**Hit Points** Mod.: CP:	**Basic Speed/Initiative** (DX+HT)/4 Mod.: CP:	**Character Points**
DX Mod.: CP:	**Will** Mod.: CP:	**Basic Move** Mod.: CP:	**Basic Lift [kg]** (ST*ST)/10 Mod.: CP: / **Unspent CP**
IQ Mod.: CP:	**Perception** Mod.: CP:	**Current Fatigue**	
HT Mod.: CP:	**Fatigue** Mod.: CP:		

Injuries

Healthy	
Less than ___ (1/3) HP Halve Move & Dodge	
0 HP or less HT-roll to avoid unconsciousness next turn and the following	
-1xHP (_____) as above plus immediate HT-roll to avoid death	
-5xHP (_____)	**DEATH**

Encumbrance [kg]

		Move		Dodge	
None (0) = Basic Lift	_____	BM * 1	_____	Dodge =BS+3+Special	_____
Light (1) = 2 * BL	_____	BM * 0.8	_____	Dodge - 1	_____
Medium (2) = 3 * BL	_____	BM * 0.6	_____	Dodge - 2	_____
Heavy (3) = 6 * BL	_____	BM * 0.4	_____	Dodge - 3	_____
X-Heavy (4) = 10 * BL	_____	BM * 0.2	_____	Dodge - 4	_____

Skill	Level	Cost	CP
Animal Handling	_____	IQ/A	_____
Climbing	_____	DX/A	_____
Diplomacy	_____	IQ/H	_____
Fast Talk (Bluff)	_____	IQ/A	_____
First Aid (Heal)	_____	IQ/E	_____
Hiking	_____	HT/A	_____
Jumping	_____	DX/E	_____
Lockpicking	_____	IQ/A	_____
Merchant	_____	IQ/A	_____
Naturalist	_____	IQ/H	_____
Pickpocket	_____	DX/H	_____
Riding	_____	DX/A	_____
Search	_____	IQ/A	_____
Shield	_____	DX/E	_____
Stealth (Move Slt.)	_____	DX/A	_____
Streetwise	_____	IQ/A	_____
Survival	_____	IQ/A	_____
Swimming	_____	HT/E	_____
Tracking	_____	IQ/A	_____
Traps (Disable Dev.)	_____	IQ/A	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

Attacks

Basic Damage

Swing	Thrust

Unarmed (Brawling)

Damage	Level	Cost	CP
		DX/E	

Weapon 1:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 2:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Defenses

Parry 3+Weapon/2	Block 3+(Shld+DB)/2

Shield DB: _____

Hit Location	Roll	DR
Skull	3-4	
Face	5	
Right Leg	6-7	
Right Arm	8	
Torso	9-10	
Groin	11	
Left Arm	12	
Left Leg	13-14	
Hand	15	
Foot	16	
Neck	17-18	

Money

1 Gold Crown = 20 Silver Shillings = 240 brass pennies
1 Silver Shilling = 12 Brass Pennies

Crowns
Shillings
Pennies

GURPS

DUNGEON FANTASY FULL SHEET

Name: _____ **Player:** _____

Profession: _____ **Race (Template):** _____

Gender: _____ **Age:** _____ **Height:** _____ **Weight:** _____

Skin: _____ **Hair:** _____ **Eye:** _____

ST Mod.: CP:	**Hit Points** Mod.: CP:	**Basic Speed/Ini** (DX+HT)/4 Mod.: CP:
DX Mod.: CP:	**Will** Mod.: CP:	**Basic Move** Mod.: CP:
IQ Mod.: CP:	**Perception** Mod.: CP:	**Basic Lift [kg]** (ST*ST)/10 Mod.: CP:
HT Mod.: CP:	**Fatigue** Mod.: CP:	**Character Points** _____ **Unspent** _____

Fatigue

Full (natural plus enhanced)	
Less than ___ (1/3) FP Halve Move, Dodge & ST	
0 FP or less Will-roll to avoid collapse, further loss also causes 1 HP injury	
-1xFP (_____) fall unconscious	

Injuries

Healthy	
Less than ___ (1/3) HP Halve Move & Dodge	
0 HP or less HT-roll to avoid unconsciousness next turn and the following	
-1xHP (_____) as above plus immediate HT-roll to avoid death	
-5xHP (_____)	**DEATH**

Encumbrance [kg]

None (0) = Basic Lift	_____	BM * 1	_____	Dodge =BS+3+Special	_____
Light (1) = 2 * BL	_____	BM * 0.8	_____	Dodge - 1	_____
Medium (2) = 3 * BL	_____	BM * 0.6	_____	Dodge - 2	_____
Heavy (3) = 6 * BL	_____	BM * 0.4	_____	Dodge - 3	_____
X-Heavy (4) = 10 * BL	_____	BM * 0.2	_____	Dodge - 4	_____

Attacks

Basic Damage

Swing	Thrust

Unarmed (Brawling)

Damage	Level	Cost	CP
		DX/E	

Weapon 1:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 2:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Defenses

Parry 3+Weapon/2	Block 3+(Shld+DB)/2

Shield DB: _____

Hit Location	Roll	DR
Skull	3-4	
Face	5	
Right Leg	6-7	
Right Arm	8	
Torso	9-10	
Groin	11	
Left Arm	12	
Left Leg	13-14	
Hand	15	
Foot	16	
Neck	17-18	

Money

1 Gold Crown = 20 Silver Shillings = 240 brass pennies
1 Silver Shilling = 12 Brass Pennies

Crowns
Shillings
Pennies

Skill	Level	Cost	CP
Animal Handling	_____	IQ/A	_____
Climbing	_____	DX/A	_____
Diplomacy	_____	IQ/H	_____
Fast Talk (Bluff)	_____	IQ/A	_____
First Aid (Heal)	_____	IQ/E	_____
Hiking	_____	HT/A	_____
Jumping	_____	DX/E	_____
Lockpicking	_____	IQ/A	_____
Merchant	_____	IQ/A	_____
Naturalist	_____	IQ/H	_____
Pickpocket	_____	DX/H	_____
Riding	_____	DX/A	_____
Search	_____	IQ/A	_____
Shield	_____	DX/E	_____
Stealth (Move Slt.)	_____	DX/A	_____
Streetwise	_____	IQ/A	_____
Survival	_____	IQ/A	_____
Swimming	_____	HT/E	_____
Tracking	_____	IQ/A	_____
Traps (Disable Dev.)	_____	IQ/A	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

GURPS GRIMOIRE

CHARAKTER: ________________ **PLAYER:** ______________

SPELL NAME & CLASS (marked * is VH to learn)	CP	SKILL LEVEL	TIME TO CAST	DURATION	COST TO CAST	COST TO MAINTAIN	NOTES	PAGE

GURPS

MODERN COMBAT SHEET

Name: _____ **Player:** _____
Profession: _____ **Race (Template):** _____
Gender: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Skin: _____ **Hair:** _____ **Eye:** _____

ST Mod.: CP:	**Hit Points** Mod.: CP:	**Basic Speed/Initiative** (DX+HT)/4 Mod.: CP:	**Character Points**
DX Mod.: CP:	**Will** Mod.: CP:	**Basic Move** Mod.: CP:	**Basic Lift [kg]** (ST*ST)/10 Mod.: CP: / **Unspent CP**
IQ Mod.: CP:	**Perception** Mod.: CP:	**Current Fatigue**	
HT Mod.: CP:	**Fatigue** Mod.: CP:		

Injuries

Healthy	
Less than ___ (1/3) HP Halve Move & Dodge	
0 HP or less HT-roll to avoid unconsciousness next turn and the following	
-1xHP (_____) as above plus immediate HT-roll to avoid death	
-5xHP (_____)	**DEATH**

Encumbrance [kg] / Move / Dodge

Encumbrance [kg]		Move		Dodge	
None (0) = Basic Lift	_____	BM * 1	_____	Dodge =BS+3+Special	_____
Light (1) = 2 * BL	_____	BM * 0.8	_____	Dodge - 1	_____
Medium (2) = 3 * BL	_____	BM * 0.6	_____	Dodge - 2	_____
Heavy (3) = 6 * BL	_____	BM * 0.4	_____	Dodge - 3	_____
X-Heavy (4) = 10 * BL	_____	BM * 0.2	_____	Dodge - 4	_____

Skill

Skill	Level	Cost	CP
Climbing	_____	DX/A	_____
Computer Operation	_____	IQ/E	_____
Driving (Automobile)	_____	DX/A	_____
Electrician _____	_____	IQ/A	_____
Fast Talk (Bluff)	_____	IQ/A	_____
First Aid (Heal)	_____	IQ/E	_____
Hiking	_____	HT/A	_____
Jumping	_____	DX/E	_____
Mechanic _____	_____	IQ/A	_____
Naturalist	_____	IQ/H	_____
Profession _____	_____	____	_____
Running	_____	HT/A	_____
Stealth (Move Slt.)	_____	DX/A	_____
Streetwise	_____	IQ/A	_____
Survival _____	_____	IQ/A	_____
Swimming	_____	HT/E	_____
Urban Survival	_____	Per/A	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____

Attacks

Basic Damage

Swing	Thrust

Unarmed (Brawling)

Damage	Level	Cost	CP
		DX/E	

Weapon 1:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 2:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Defenses

Parry 3+Weapon/2	Block 3+(Shld+DB)/2

Shield DB: _____

Hit Location	Roll	DR
Skull	3-4	
Face	5	
Right Leg	6-7	
Right Arm	8	
Torso	9-10	
Groin	11	
Left Arm	12	
Left Leg	13-14	
Hand	15	
Foot	16	
Neck	17-18	

Money

1 Gold Crown = 20 Silver Shillings = 240 brass pennies
1 Silver Shilling = 12 Brass Pennies

Crowns
Shillings
Pennies

GURPS

SCIENCE FICTION COMBAT SHEET

Name: _____ **Player:** _____
Profession: _____ **Race (Template):** _____
Gender: _____ **Age:** _____ **Height:** _____ **Weight:** _____
Skin: _____ **Hair:** _____ **Eye:** _____

ST Mod.: CP:	**Hit Points** Mod.: CP:	**Basic Speed/Initiative** (DX+HT)/4 Mod.: CP:	**Character Points**
DX Mod.: CP:	**Will** Mod.: CP:	**Basic Move** Mod.: CP:	**Basic Lift [kg]** (ST*ST)/10 Mod.: CP: / **Unspent CP**
IQ Mod.: CP:	**Perception** Mod.: CP:	**Current Fatigue**	
HT Mod.: CP:	**Fatigue** Mod.: CP:		

Injuries

Healthy	
Less than ___ (1/3) HP Halve Move & Dodge	
0 HP or less HT-roll to avoid unconsciousness next turn and the following	
-1xHP (_____) as above plus immediate HT-roll to avoid death	
-5xHP (_____)	**DEATH**

Encumbrance [kg]

		Move		Dodge	
None (0) = Basic Lift	_____	BM * 1	_____	Dodge =BS+3+Special	_____
Light (1) = 2 * BL	_____	BM * 0.8	_____	Dodge - 1	_____
Medium (2) = 3 * BL	_____	BM * 0.6	_____	Dodge - 2	_____
Heavy (3) = 6 * BL	_____	BM * 0.4	_____	Dodge - 3	_____
X-Heavy (4) = 10 * BL	_____	BM * 0.2	_____	Dodge - 4	_____

Attacks

Basic Damage

Swing	Thrust

Unarmed (Brawling)

Damage	Level	Cost	CP
		DX/E	

Weapon 1:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 2:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Weapon 3:

Damage	Level	Cost	CP
Base Range	**Max Range**	**$**	**kg**

Defenses

Parry 3+Weapon/2	Block 3+(Shld+DB)/2

Shield DB: _____

Hit Location	Roll	DR
Skull	3-4	
Face	5	
Right Leg	6-7	
Right Arm	8	
Torso	9-10	
Groin	11	
Left Arm	12	
Left Leg	13-14	
Hand	15	
Foot	16	
Neck	17-18	

Money

1 Gold Crown = 20 Silver Shillings = 240 Brass Pennies
1 Silver Shilling = 12 Brass Pennies

Crowns
Shillings
Pennies

Skill	Level	Cost	CP
Climbing	_____	DX/A	_____
Computer Operation	_____	IQ/E	_____
Crewman (Spacer)	_____	IQ/E	_____
Driving _____	_____	DX/A	_____
Electrician _____	_____	IQ/A	_____
Electr. Op. _____	_____	IQ/A	_____
Electr. Rep. _____	_____	IQ/A	_____
Environ. Suit (Vacc)	_____	DX/A	_____
Fast Talk (Bluff)	_____	IQ/A	_____
First Aid (Heal)	_____	IQ/E	_____
Free Fall (Zero-G)	_____	DX/A	_____
Jumping	_____	DX/E	_____
Mechanic _____	_____	IQ/A	_____
Navigation (Space)	_____	IQ/A	_____
Piloting _____	_____	DX/A	_____
Profession _____	_____	____	_____
Running	_____	HT/A	_____
Shiphandling (Space)	_____	IQ/H	_____
Stealth (Move Slt.)	_____	DX/A	_____
Streetwise	_____	IQ/A	_____
Swimming	_____	HT/E	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____
_____	_____	____	_____