

# GURPS<sup>®</sup>

## CHARACTER SHEET

Name Henrique Theodore Player Phil Masters  
 Appearance Male, 5'9", 150 lbs, Age 33, A dapper Brazilian gentleman with a slight air of nervousness. (In his armour -- well, that's another matter.)

Date Created 21/02/2002	Sequence
Unspent Points 0	Point Total 295

Pt. Cost 0	<b>ST</b> 10	<b>FATIGUE</b>	
20	<b>DX</b> 12	<b>DAMAGE</b> Thrust: 1d-2 Swing: 1d Punch: 1d-4 Kick: 1d-2	
100	<b>IQ</b> 17	<b>HITS TAKEN</b>	
20	<b>HT</b> 12	<b>Mvmt</b> BASIC SPEED 6.00 MOVE 6 (HT+DX)/4 Basic - Enc	
	<b>SWIM</b>		
	1		
	<b>ENCUMBRANCE</b>	<b>MOVE</b>	
	None (0) = 2 × ST	20	6 *
	Light (1) = 4 × ST	40	5
	Med (2) = 6 × ST	60	4
	Hvy (3) = 12 × ST	120	3
	X-hvy (4) = 20 × ST	200	2
	<b>ACTIVE DEFENSES</b>		
	<b>DODGE</b>	<b>PARRY</b>	<b>BLOCK</b>
	6/10	8/12	4/8
	= Move	Boxing	Default



<b>BODY PROTECTION</b>							
	Head	Body	Arms	Legs	Hands	Feet	All
PD	0	4	0	0	0	0	4
DR	0	10	0	0	0	0	10
<b>OTHER PD</b>				<b>OTHER DR</b>			

<b>SKILLS</b>	<i>Pts.</i>	<i>Level</i>
Battlesuit/TL6 (Steampunk)	6	14
Boxing	2	12
Parry: 8		
Guns/TL5 (Pistol)	½	13
Guns/TL6 (Rifle)	½	13
Riding (Horse)	½	10
Armoury/TL5	½	15
Blacksmith/TL5	½	12
Note: Includes -3 penalty for 10 ST		
Mechanic/TL5 (Clockwork)	½	15
Mechanic/TL5 (Marine Vessel)	½	15
Mechanic/TL5 (Steam Engine)	2	17
Mechanic/TL5 (Vehicle)	1	16
Mechanic/TL6 (Winged Battlesuits)	--	18
First Aid/TL5	½	16
Area Knowledge (Brazil)	½	16
Area Knowledge (Western Europe)	½	16
Survival (Jungle)	½	15
Chemistry/TL5	½	14
Electronics Operation/TL6 (Psychic Devices)	--	17
Electronics/TL6 (Psychic Devices)	10	20
Engineer/TL5 (Steam Engine)	4	17
Engineer/TL5 (Vehicle)	4	17
Engineer/TL6 (Winged Battlesuits)	14	22
Engineer/TL6 (Vapour Cycle)	2	16
Mathematics	½	14
Metallurgy/TL5	2	16
Meteorology/TL5	1	16
Navigation/TL5	½	14
Navigation/TL6 (Aeronautical)	2	16
Physics/TL5	½	14
Psionics/TL6	8	17
Research	1	16
Science!/TL5	4	16
Theology	½	14
Weird Science	8	17
Administration	1	16
Diplomacy	½	14
Savoir-Faire	--	19
Boating	--	12
Piloting/TL6 (Steam Flyer)	1	12
Piloting/TL6 (Lighter-than-Air)	3	13
Sailor/TL5	½	15

Pt. Cost	<b>ADVANTAGES, DISADVANTAGES AND QUIRKS</b>	
25	Gadgeteer	-1 Catchphrase: "Oh yes -- we have something similar in Brazil"
10	Unusual Background; Invention: Ornithopter Drivetrain	-1 Dislikes suggestions that his inventions are war machines
10	Unusual Background; Invention: Power Armour systems reduced to 10' tall.	-1 Really, really dislikes people who think that Brazilians speak Spanish.
10	Unusual Background; Invention: Psychotronic Shield.	-1 Only discusses his Obsession with people he trusts, and is reticent then.
5	*Status 2	
50	Wealth (Filthy Rich); Starting Wealth: \$75,000	
-10	Code of Honor; Gentleman' s Code	
-15	Obsession 3; "Give mankind control of its own destiny. If we are to have guardian angels, they should be of our own making, and we should be able to hold them responsible for their decisions."	
-3	Reputation -2; As an interfering lunatic, among imperialistic Brazilians.; Reaction: -2;	
	Recognized by: Small class, ×1/3	
-5	Sense of Duty; Close friends, family, and colleagues.	
-5	Truthfulness	
-1	Believes strongly in feminine intuition	

<b>SUMMARY</b>	<i>Point Total</i>
Attributes	140
Advantages	110
Disadvantages	-38
Quirks	-5
Skills	88
<b>TOTAL</b>	295



# GURPS<sup>®</sup>

## CHARACTER SHEET

Name: **Henrique Theodore**

### HAND WEAPONS & SKILLS

Weapon	Damage	Reach	ST	Notes	Parry	Level

### RANGED WEAPONS & SKILLS

Weapon	Malf	Damage	SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes	Level
Smith & Wesson Russian		cr 2d	10	3	150	1700	1	6	10	-2	.44R, US, 1871	13

### REACTION MODIFIERS

Reputation: -2


### SPEED/RANGE TABLE

Speed/Range Modifier	Size Modifier	Linear Measurement (size or range/speed)
+15	-15	1/10"
+14	-14	1/5"
+13	-13	1/3"
+12	-12	1/2"
+11	-11	2/3"
+10	-10	1"
+9	-9	1½"
+8	-8	2"
+7	-7	3"
+6	-6	6"
+5	-5	12"
+4	-4	1½ ft
+3	-3	2 ft
+2	-2	1 yd
+1	-1	1½ yd
+0	-0	2 yd
-1	+1	3 yd
-2	+2	4½ yd
-3	+3	7 yd
-4	+4	10 yd
-5	+5	15 yd
-6	+6	20 yd
-7	+7	30 yd
-8	+8	45 yd
-9	+9	70 yd
-10	+10	100 yd
-11	+11	150 yd
-12	+12	200 yd
-13	+13	300 yd
-14	+14	450 yd
-15	+15	700 yd
-16	+16	1,000 yd
-17	+17	1,500 yd
-18	+18	2,000 yd
-19	+19	3,000 yd
-20	+20	4,500 yd
-21	+21	7,000 yd
-22	+22	10,000 yd
-23	+23	10 mi
-24	+24	15 mi
-25	+25	20 mi
-31	+31	200 mi

### CHARACTER STORY

Born into a wealthy family living near the city of Manaus, Henrique Theodore became fascinated by machines from an early age, spending much of his time studying the steam engines used on local plantations. But he also read widely, perhaps spending too much time on his own and hence developing a rather personal set of ideals.

After his father's death, Henrique made himself unpopular in his home region by breaking up a slaver/land-stealer clique, and so went to Europe to carry on his work there.

### WEAPONS AND POSSESSIONS

Item	\$	Wt.
Smith & Wesson Russian (cr 2d, Skill: 13)	\$20	2
SS: 10; Acc: 3; Half DMG: 150; MAX: 1700; RoF: 1; Shots: 6; ST: 10; Rcl: -2; TL: 5; .44R, US, 1871		
Civil War Body Armor (PD 4, DR 10)	\$18	12
Gun Cleaning Kit	\$20	1

### NOTES

Income comes from fixed family investments back home, plus a few patents he's chosen to license.

Travels in a steam/sail yacht named the "Manaus" (after the city of his birth).

Totals	\$58	15 lbs
--------	------	--------