# Tex (TX-472)

You've been in the city of Cynosure for nearly 15 years now, ever since your home dimension went out of phase while you were off on a booze run for the boss. You are a robot, originally built for entertainment (and security) at an Old-West themed restaurant called McDougal's. But you've long since given up hope that your home dimension will return anytime soon, so to make ends meet you take odd jobs around The Pit, mostly security and bodyguard work.

To ensure that you could travel through the city without powering down every time you hit a low-tech dimension, you were built with a small Portable Reality Generator (PRG) in your core -- though you usually keep that a secret since that is a *very* valuable piece of technology. Unfortunately the core is not entirely stable, and there is a small chance you will *explode* someday if you ever take a hard enough hit!

You've been a regular at Munden's for a decade. About three years ago GrimJack recommended you for a bodyguard job he didn't have time to take. That job led to more jobs, and then more, and since that time you have had very few periods of unemployment. You owe him one.

Around Munden's you've really hit it off with Elriss, an Ooshoo that takes care of your monthly maintenance at a nice discount. You're also on friendly terms with Thoresh (a Myzaleet mage) and Kaldun (a Dirdin ex-soldier).

- To see what you know about anyone or anything in the city, use **Area Knowledge**
- To hurt people from afar, use **Guns** to shoot them with your 10mm Heavy Pistols
- To hurt people close up, use **Brawling** (with or without **Claws**) if you'd rather not shoot
- To influence people, use **Intimidation** or **Savoir-Faire** (for entertainers or security types)
- Other notable traits: **High Pain Threshold, Computer Hacking, First Aid, Law**
- *Questions about anything else on your character sheet? Just ask!*
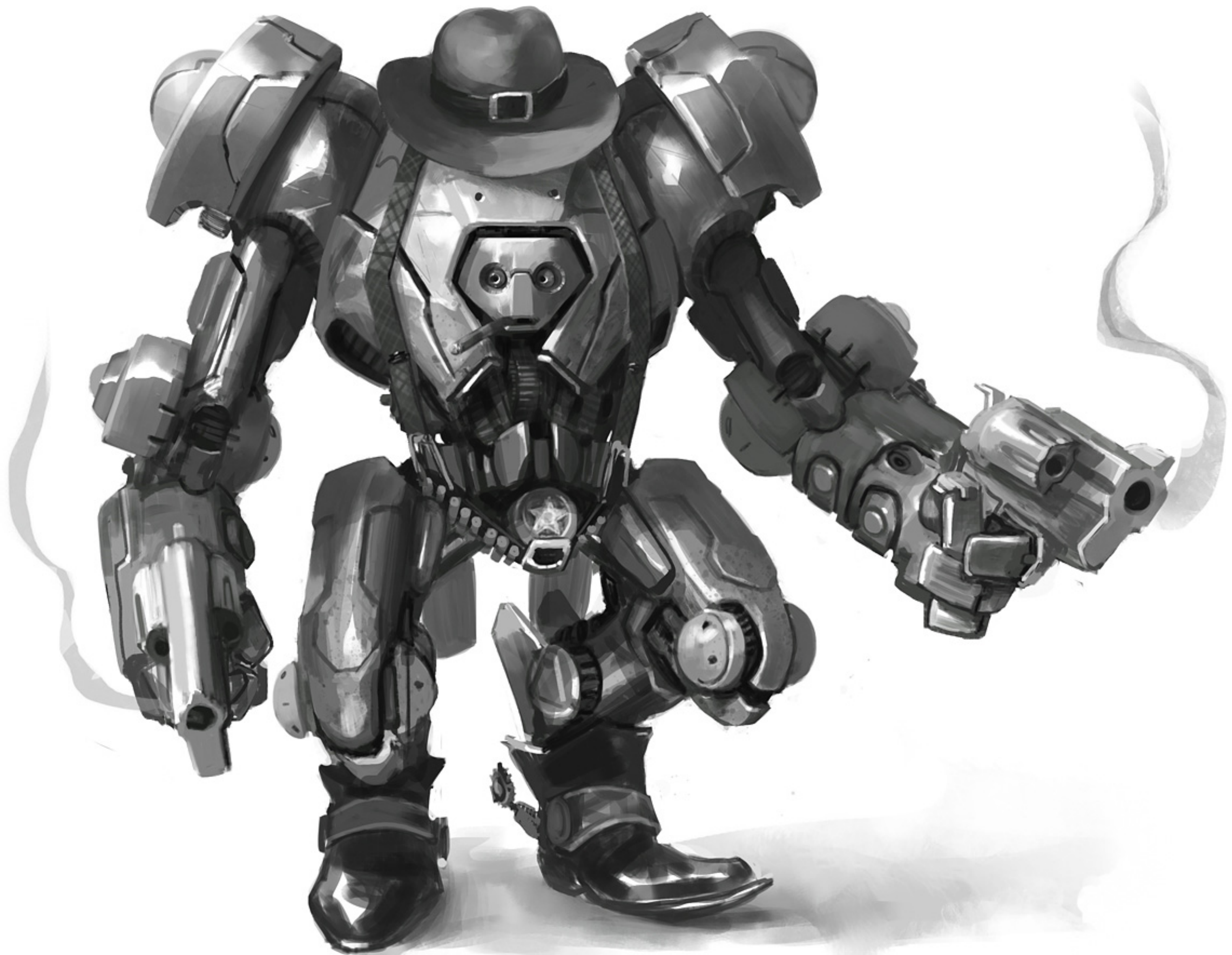
Name: Description:

ST ☐ HP ☐

DX ☐ Will ☐

IQ ☐ Per ☐

HT ☐ FP ☐

Damage **R**esistance

Eyes	Arms
Neck	Hands
Skull	Legs
Face	Feet
Torso	Groin

Move: Speed:

Dodge: Parry: Block:

Advantages   Disadvantages

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl

Possessions

Skills

Name	Level	Name	Level

GURPS

Name: Tex (TX-472)
Race: Robot
Appearance: Security and bodyguard.

Player:
Ht: 5' 10"   **Wt:** 650 lbs.   **Age:** 65

Spent: 250
Unspent: 0

CHARACTER SHEET

ST 15 [50]	**HP** 15 [0]	**Basic Speed** 6 [0]	
DX 12 [40]	**Will** 12 [0]	**Basic Move** 6 [0]	
IQ 12 [40]	**Per** 12 [0]	**BL** 45 lb (ST×ST)/5	
HT 12 [20]	**FP** 0 [0]	Thr 1d+1	Sw 2d+1

TL 9 [0]   **SM** +0

Vision	12	Taste/Smell	12	Death Check	12
Hearing	12	Fright Check	14*	High Jump	2.17 ft
Touch	12	Consciousness	12	Broad Jump	3 yd

* Includes: +2 from 'Combat Reflexes'

HP _____ 4, 0, -15, -30, -45, -60, -75   **FP** _____

PARRY	PARRY	BLOCK	DODGE	OTHER
11*		8*	10*	
Brawling		DX	None	

Loc.	HP	#
Eyes	2	
Neck	–	
Skull	–	
Face	–	
Torso	–	
Groin	–	
Arms	8	
Hands	6	
Legs	8	
Feet	6	

Bonus DR: 8†
Bonus DB: 0

Notes:

Eyes DR: 0 HP: 0
Skull DR: 2 HP: 0
Neck DR: 0 HP: 0
Face DR: 0 HP: 0
Torso DR: 0 HP: 0
Arms DR: 0 HP: 0
Hands DR: 0 HP: 0
Groin DR: 0 HP: 0
Legs DR: 0 HP: 0
Feet DR: 0 HP: 0

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Claws (Talons) {p. B42}	[8]
Combat Reflexes {p. B43}	[15]
Damage Resistance 8 {p. B46}	[40]
Digital Mind {p. B48}	[5]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 15 (Will+3)	

DISADVANTAGES

Name	Pts
Cannot Learn {p. B125}	[-30]
Electrical {p. B134}	[-20]
Fragile (Explosive) {p. B136}	[-15]
Maintenance (Electronics; 1 person; Monthly) {p. B143}	[-2]
Maintenance (Mechanic; 1 person; Monthly) {p. B143}	[-2]

SKILLS

Name	Level	Relative	Pts
Area Knowledge (Cynosure) {p. B176}	12	IQ+0	[8]
Brawling {p. B182}	14	DX+2	[4]
Parry: 11			
Climbing {p. B183}	12	DX+0	[2]
Computer Hacking/TL9 {p. B184}	14	IQ+2	[8]
Computer Programming/TL9 {p. B184}	14	IQ+2	[8]
Electronics Operation/TL9 (Security) {p. B189}	12	IQ+0	[2]
Fast-Draw (Pistol) {p. B194}	14*	DX+2	[2]
First Aid/TL9 (Cynosure) {p. B195}	13†	IQ+1	[2]
Guns/TL9 (Pistol) {p. B198}	16	DX+4	[12]
Intimidation {p. B202}	12	Will+0	[2]
Law (Cynosure) {p. B204}	12	IQ+0	[4]
Mechanic/TL9 (Cynosure) {p. B207}	12	IQ+0	[2]
Savoir-Faire (Entertainers) {p. B218}	12	IQ+0	[1]
Savoir-Faire (Security) {p. B218}	12	IQ+0	[1]
Stealth {p. B222}	11	DX-1	[1]
Throwing {p. B226}	12	DX+0	[2]

* Includes: +1 from 'Combat Reflexes'
† Conditional: +1 from 'First Aid Kit (Organic)', +1 from 'First Aid Kit (Robotic)'

TEMPLATES AND META-TRAITS

Name	Pts
Machine {p. B263}	[25]
Features: Eight-hour energy reserve, No Fatigue Points, Wears out instead of aging	
Immunity to Metabolic Hazards	[30]
Injury Tolerance (No Blood; Unliving) {p. B60}	[25]
Unhealing (Total) {p. B160}	[-30]

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	11	1d+2 cut/imp	C	–	–	
Skill used: Brawling							
Brawling: Kick	12	–	1d+3 cr	C,1	–	–	
Skill used: Brawling-2							

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Heavy Pistol, 10mmCLP	16	3d pi+	4	180 yd / 1.14 mi	3	9(3)	10	-2	3	3	
Skill used: Guns (Pistol)											

EQUIPMENT

Qty	Item	Cost	Weight
54	10mmCLP Conventional Ammunition (TL9)	15.12	12.1 oz
	Per Unit - Cost: 0.28, Weight: 3.58 dr		
	Description: TL:9 LC:3		
1	First Aid Kit (Organic; TLVar.)	50	2 lb
	Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.		
1	First Aid Kit (Robotic; TLVar.)	50	2 lb
	Description: TL:Var. Notes: A complete kit for treating wounds, with bandages, ointments, etc. +1 to First Aid skill.		
2	Heavy Pistol, 10mmCLP (TL9; Targeting Scope: Compact (TL 9; +2))	3080	6 lb
	Per Unit - Cost: 1540, Weight: 3 lb		
	Description: TL:9 LC:3 Ammo:0.7 lb. Damage:3d pi+ Acc:2 Range:180/2000 RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol)		

REACTION MODIFIERS

Appearance: +0

Status: +0

Other: +0

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	45 lb	90 lb	135 lb	270 lb	450 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	90 lb	360 lb	540 lb	675 lb	1.12 tn

* Takes 2 seconds to complete
† Takes 4 seconds to complete
‡ Double with a running start
§ Lose 1 FP/sec while over X-Hvy enc.

SLAM TABLE

Mvmt.	1	2–3	4–6	7
Dmg.	1d-3	1d-2	1d-1	1d

JUMP TABLE

Mvmt.	Rest	1	2	3	4	5+
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd

HUMANOID HIT LOCATION TABLE

Roll	Location	Mod.	Roll	Location	Mod.
3–4	Skull	-7(f)/-5(b)	–	Vitals†	-3
5	Face	-5(f)/-7(b)	–	Eye‡	-9
6–7	Right Leg	-2	–	Ear	-7
8	Right Arm	-2	–	Nose	-7
9–10	Chest*	–	–	Jaw	-6
11	Abdomen*	-1	–	Spine§	-8
12	Left Arm	-2	–	Limb Vein/Artery¶	-5
13–14	Left Leg	-2	–	Neck Vein/Artery¶	-8
15	Hand	-4	–	Arm/Leg Joint**	-5
16	Foot	-4	–	Hand/Foot Joint**	-7
17–18	Neck	-5	–	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
† Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
‡ Only targetable by impaling, piercing, and tight-beam burning attacks
§ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE

Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

SIZE AND SPEED/RANGE TABLE

Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[150]
Advantages, Perks	[108]
Disadvantages, Quirks	[-69]
Skills, Techniques	[61]
Total Points Spent:	**250**
Unspent Points:	**0**