

GURPS Character Sheet

Name _____
 Appearance _____

Player _____

Date Created _____

Sequence _____

Unspent Points _____

Point Total _____

Pt. Cost	ST	FATIGUE						Skills					
								Pt Cost	Level				
	DX	DAMAGE											
		Thrust _____											
		Swing _____											
		Kick _____											
	IQ	_____											

	HT	HITS TAKEN											
	Mvmt	BASIC SPEED	MOVE										
		[HT+DX/4	Round off										
		Encumbrance		Move									
		None (0) = 2xST _____								Body Protection			
		Light (1) = 4xST _____											
		Med (2) = 6xST _____											
		Hvy (3) = 12xST _____											
		X-Hvy (4) = 20xST _____					Head	Body	Arms	Legs	Hands	Feet	All
						PD							
	Active Defenses						DR						
	DODGE	PARRY	BLOCK	Other PD			Other DR						
	=Move	Weapon/2	Shield/2										
Pt Cost	Advantages, Disadvantages, and Quirks												
												SUMMARY	
												POINT TOTAL	
												Attributes _____	
												Advantages _____	
												Disadvantages _____	
												Quirks _____	
												Skills _____	
												Total _____	



Name _____

Hand Weapons & Skills									
Weapon	Damage				ST	Notes	Parry	Pt. Cost	Level
	Type	Amount	Reach	ST					

Ranged Weapons & Skills														
Weapon	Malf	Damage				½ D	Max	RoF	Shots	ST	Rcl	Notes	Pt Cost	Level
		Type	Amount	SS	Acc									

Reaction Modifiers	Weapons & Valuables		SPEED/RANGE TABLE				
	Item	Cost	Wt	For complete table se B201			
				Speed/Range Modifier	Size Modifier	Linear Measurement (size or range/speed)	Miles Per Hour
				+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	1 1/2"	
				+8	-8	2"	
				+7	-7	3"	
				+6	-6	6"	
				+5	-5	12"	
				+4	-4	1 1/2" ft	
				+3	-3	2 ft	
				+2	-2	1 yd	2
				+1	-1	1 1/2" yd	3
				0	0	2 yd	4.5
				-1	+1	3 yd	7
				-2	+2	4 1/2" yd	10
				-3	+3	7 yd	15
				-4	+4	10 yd	20
				-5	+5	15 yd	30
				-6	+6	20 yd	45
				-7	+7	30 yd	70
				-8	+8	45 yd	100
				-9	+9	70 yd	150
				-10	+10	100 yd	200
				-11	+11	150 yd	300
				-12	+12	200 yd	450
				-13	+13	300 yd	700
				-14	+14	450 yd	1,000
				-15	+15	700 yd	1,500
				-16	+16	1,000 yd	2,000
				-17	+17	1,500 yd	3,000
				-18	+18	2,000 yd	4,500
				-19	+19	3,000 yd	7,000
				-20	+20	4,500 yd	10,000
				-21	+21	7,000 yd	15,000
				-22	+22	10,000 yd	20,000
				-23	+23	10 miles	30,000
				-24	+24	15 miles	45,000
				-25	+25	20 miles	70,000
				-31	+31	200 miles	
				-37	+37	2,000 miles	
				-43	+43	20,000 miles	
				-49	+49	200,000 miles	
	TOTALS						
	Money Denominations						
	Copper	_____ Dollars					
	Silver	_____ Other					
	Gold	_____ Other					
	Platinum	_____ Other					

Martial Arts Record Sheet of _____

Style _____

Total Points _____

page _____

skills & maneuvers	points	skill level	damage effects	page

skills & maneuvers	points	skill level	damage effects	page

active defense skills	modified parry roll

combinations	points	1 st skill unmodified

Notes

Gemstone Properties - American Gemological Laboratories (AGL)

1. Shape and Cut

Unlike diamonds, which are cut according to strict mathematical parameters, most colored gemstones are cut for weight retention.

2. Carat Weight

Colored stones are weighed with an extremely accurate scale. Ideal weight is 1 carat or larger.

3. Measurements

The measurement of the gemstones are in millimeters.

4. Color Grade

Color Rating Scale (AGL)				
Excellent	Very Good	Good	Fair	Poor
1-2	3-4	5-6	7-8	9-10

Since there are so many optical/physical principles involved in the reflection and re-reflection of light through a gemstone, any particular gem can exhibit a wide range of colors. The color grade is based upon the purity of primary color. For example, the greener the emerald, the redder the ruby, or the bluer the sapphire, the lower the numerical grade on an AGL scale. The reason the 3.11 sapphire is a 3.5 in this sample is the fact the stone has 70% blue as its primary color. It is that simple. The less primary color, the higher the numerical color grade. For example, a 65% primary color would probably be graded a 4.5 color.

In establishing a base for international quality reference standards, AGL had to be sure that all stones from the best to the worst could be accommodated by the system. Therefore, the top of the line has become almost a theoretical standard of excellence.

Please do not ask for 1.00 to 2.00 color grades. Because of the AGL's stringent grading practices, a 3.5 color is usually the best color grade any gem will receive. A 3.5 colored stone on an AGL Grading Report is nearly synonymous with a D-color diamond on a GIA Diamond Grading Report. On occasion, because of our international contacts, we may find exceptional examples that will receive even better color grades. Ideal coloration is Good (6) or better.

5. Tone

Tone Scale (AGL)					
Very Light	Light	Light-Medium	Medium	Medium-Dark	Dark
0-5-10-15-20	25-30-35	40-45-50	55-60-65	70-75-80-85	90-95-100

Basically, tone describes the lightness or darkness of a gemstone. Color considered alone without taking into account the tone will lead to errors in interpretation. If a stone is too light in tone, the color will not be rich enough. Conversely, if a stone is too dark, it will sacrifice transparency and brilliancy. Ideal tone varies with gem type from medium (55) to medium-dark (85)

6. Clarity

Clarity Scale (AGL)				
Free of Inclusions	Lightly Included	Moderately Included	Heavily Included	Excessively Included
FI	LI1-LI2	MI1-MI2	HI1-HI2	EI1-EI2-EI3

Clarity is defined as the degree to which the stone is free of inclusions. Here is a good rule of thumb to remember: You will probably not see inclusions in a Lightly Included (LI) gem, you may see some inclusions in a Moderately Included (MI) gem, and you will probably see inclusions in a Heavily Included (HI) gem. Excessively Included (E) gems have durability problems and should be avoided. Ideal clarity is Moderately Included Two (MI2) or better

7. Depth

The depth of the gemstone.

8. Cutting/Finish

Cutting/Finish Scale				
Excellent	Very Good	Good	Fair	Poor
1-2	3-4	5-6	7-8	9-10

The cutting of a gemstone numerically describes the overall appearance of a gem. The finish grade refers to the polish of a gem. These are very difficult numbers to obtain for a colored gemstone. Ideal Cutting/Finish is Good (6) or better.

9. Average Brilliancy

Brilliancy is the amount of flash the gem returns to your eyes. Most diamonds are 100% brilliant. Brilliancy in the sample is 80%. An average brilliancy of 50% means half of the stone returns flash. Ideal brilliancy is Average Brilliancy: 50% or more.

Diamond Properties - The Gemological Institute of America (GIA)

1. Cut and Shape

Each diamond is described as to its shape (round, oval, pear, etc.) and its cut (brilliant, etc.)

2. Carat Weight

Diamonds are weighed on an extremely accurate digital balance. One carat equals 100 points, which weigh 1/5 gram. Ideal weight is 1/2 carat (.50 points) or larger.

3. Clarity

GIA Clarity Grading Scale				
Internally Flawless	Very Very Slightly Included	Very Slightly Included	Slightly Included	Included
IF	VVS1-2	VS1-2	SI1-SI2	I1-I2-I3

Clarity refers to the summation of the number, size and placement as well as the nature of inclusions and/or surface irregularities. Flawless stones are diamonds free of inclusions under 10 power. Internally flawless are diamonds without any internal inclusions. VVS1 and VVS2 have extremely small inclusions. VS1 and VS2 possess small inclusions. SI1 and SI2 have inclusions that can be seen easily under 10 power magnification, but are not usually visible to the naked eye. I1, I2, and I3 have large inclusions that are visible to the naked eye. Ideal clarity is Slightly Included Two (SI2) or better

4. Color Grade

GIA Color Grading Scale

GIA Color Grading Scale				
D-E-F	G-H-I-J	K-L-M	N-O-P-Q-R	S-T-U-V-W-X-Y-Z
Colorless	Near Colorless	Faint Yellow	Very Light Yellow	Light Yellow

Color refers to the absence of color in a diamond. The less yellow within the diamond, the higher on the alphabetical scale the diamond will be graded. Colorless diamonds are D-F, near colorless are G-J, faint yellow are K-M, very light yellow are N-R. S-Z are light yellow. Ideal color is D-H.

5. Proportions

The items in this category relate to the cut (or make) of the diamond:

- Depth Percentage: The relationship between the depth and the average diameter of a diamond. Ideal depth is 56-63%
- Table: The relationship between the table (flat, top facet) and the average diameter. Ideal table is 57-65%

Girdle: Describes the variance and relative width at minimum and maximum positions. The girdle is the rim that separates the top and the bottom of the diamond. Ideal girdle is Minimum Variations, No Extremely Thin or Extremely Thick

- Culet: The bottom facet of a diamond as viewed through the table. Ideal culet is None, Small or Medium.
- Polish: Refers to the quality of the surface of a diamond. Ideal Polish is Good or better.
- Symmetry: General comment regarding the symmetry of the diamond. Ideal symmetry is Good or better

6. Fluorescence

Fluorescence describes the degree of sensitivity of a diamond to long wave ultraviolet radiation. Ideal fluorescence is None or blue is fine. Stay away from orange, yellow, and green.

Price Per Carat Guidelines

Diamonds					
Color	IF	VVS1	VVS2	VS1	VS2
D	14850-17000	9810-11400	8730-10200	7290-8700	6480-7900
E	9720-11300	8730-10200	7290-8700	6750-8200	6210-7500
F	8640-10100	7290-8700	6750-8200	6480-7800	6030-7200
G	7200-8600	6660-8000	6300-7700	6030-7200	5670-6700
H	6300-7300	6030-7000	5760-6700	5490-6400	5220-6100

Ruby					
Color	FI	LI1	LI2	MI1	MI2
3.5	Negotiable	17000-21500	16000-20000	13500-17000	12000-15500
4	Negotiable	12000-15000	11000-14000	9500-11800	8500-10500
4.5	Negotiable	8000-10000	7500-9500	6800-8500	6000-7700
5	Negotiable	4400-5500	4000-5000	3500-4400	3000-3850
5.5	Negotiable	3000-3850	2800-3500	2400-3000	2200-2750

Sapphire					
Color	FI	LI1	LI2	MI1	MI2
3.5	Negotiable	5600-7000	5000-6250	4500-5700	4000-5200
4	Negotiable	4000-5000	3600-4600	3300-4200	3000-3800
4.5	Negotiable	2900-3650	2600-3350	2400-3000	2200-2800
5	Negotiable	1750-2200	1680-2100	1600-2000	1400-1750
5.5	Negotiable	1000-1250	900-1150	850-1050	700-900

Emeralds					
Color	FI	LI1	LI2	MI1	MI2
3.5	Negotiable	10800-12960	7920-9500	7200-8640	3600-4320
4	Negotiable	7560-9720	5540-7130	5040-6480	2520-3240
4.5	Negotiable	5400-7560	3960-5540	3600-5040	1800-2520
5	Negotiable	2700-3780	1980-2770	1800-2520	900-1260
5.5	Negotiable	2430-2980	1800-2160	1620-1980	820-990

These prices assume already cut and polished stones with ideal characteristics. If uncut it will be hard to determine exact value (jewelry -4 to 6) when cut and the if purchased before cut, the price will be greatly reduced.

Brown Diamond 01-20%

Orange Diamond 21-25%

Yellow Diamond 25-30%

White Diamond 31-80%

Green Diamond 90-95% (valuex3 per carat)

Blue Diamond 96-97% (valuex4 per carat)

Pink Diamond 98-99% (valuex6 per carat)

Red Diamond 100% (valuex20 per carat)