(6)					
GURPS Character Sheet	HAND WEAF Weapon	- 1	LLS Damage Amount Reach	ST Notes	Parry Pt. Cost Level
me:	-				
ANGED WEAPONS & S	Damage	nt SS Acc	½D Max Rof	Shots ST Rcl N	Notes Pt. Cost Leve
		ANITY			SANITY CHECK GUIDELINES
HARDENED HAR	INATURAL HE	ANITY CLPLESSNESS ARDENED GRILLED GRILLED	ISOLATION HARDENED GAILED	SELF HARDENED FAILED	Difficulty levels: 1 (Will+2), 2 (Will+1), 3 (Will), 4 (Will-1), 5 (Will-2), 6 (Will-4) and 7 (Will-7). Succeeding in a sanity check gives you a Hardened notch or the corresponding gauge. Faili in a sanity check gives you a Failed notch.
OTĆH ORIGINS					VIOLENCE is the trauma of hurting others, getting hurt, ar seeing others get hurt. It also covers fear of death.
HARACTER STORY	WEAPON	S AND POSSES	SSIONS \$ Wt.	UNNATURAL checks are triggered by things that should possibly exist or happen. While everyone recognizes that violence exists, Unnatural che don't attack your feeling of safethey attack your idea of the withe universe works.	
					A sense of control is crucial for feeling of safety. When challenged by HELPLESSNES you can lose your ability to gaus how "in control" of a situation are.
OTES					ISOLATION is a subtle danger: corrodes your sanity by denyin you input. When you harden against isolation, you forget ho conform to the expectations of others; when you fail, you becovery needy.
					SELF is your guilt and self-loathing, and more. A majo stress is when you discover you not the person you thought yo were, breaking a promise or standing idly while your values desecrated. Self measures you
			Totals: \$	Lbs.	trauma to your own reactions a behavior.