

GURPS® Space: Alien Creation Worksheet

I. Chemical Basis (p. 140)

- | | | |
|---------------------------------------|--|--|
| <input type="checkbox"/> Hydrogen | <input type="checkbox"/> Silicon/Sulfuric Acid | <input type="checkbox"/> Nebula-dwelling |
| <input type="checkbox"/> Ammonia | <input type="checkbox"/> Silicon/Liquid Sulfur | <input type="checkbox"/> Machine |
| <input type="checkbox"/> Hydrocarbons | <input type="checkbox"/> Silicon/Liquid Rock | <input type="checkbox"/> Magnetic |
| <input type="checkbox"/> Water | <input type="checkbox"/> Plasma | |
| <input type="checkbox"/> Chlorine | | |

World Details:

Climate Type: _____
 Gravity: _____
 Hydrographic Coverage: _____%

II. Ecology (p. 143)

- | | |
|---------------------------------------|--|
| Land Habitat | Water Habitat |
| <input type="checkbox"/> Plains | <input type="checkbox"/> Banks |
| <input type="checkbox"/> Desert | <input type="checkbox"/> Open Ocean |
| <input type="checkbox"/> Island/Beach | <input type="checkbox"/> Fresh-Water Lakes |
| <input type="checkbox"/> Woodlands | <input type="checkbox"/> River/Stream |
| <input type="checkbox"/> Swampland | <input type="checkbox"/> Tropical Lagoon |
| <input type="checkbox"/> Mountain | <input type="checkbox"/> Deep-Ocean Vents |
| <input type="checkbox"/> Arctic | <input type="checkbox"/> Salt-Water Sea |
| <input type="checkbox"/> Jungle | <input type="checkbox"/> Reef |

Trophic Level:

- | | |
|---|--|
| <input type="checkbox"/> Autotroph | <input type="checkbox"/> Gathering Herbivore |
| <input type="checkbox"/> Photosynthetic | <input type="checkbox"/> Grazing Herbivore |
| <input type="checkbox"/> Chemosynthetic | <input type="checkbox"/> Pouncing Carnivore |
| <input type="checkbox"/> Other: _____ | <input type="checkbox"/> Chasing Carnivore |
| <input type="checkbox"/> Decomposer | <input type="checkbox"/> Trapping Carnivore |
| <input type="checkbox"/> Scavenger | <input type="checkbox"/> Hijacking Carnivore |
| <input type="checkbox"/> Omnivore | <input type="checkbox"/> Filter-Feeder |
| | <input type="checkbox"/> Parasite/Symbiont |

III. Locomotion (p. 149)

Primary Locomotion

- | | |
|-------------------------------------|---|
| <input type="checkbox"/> climbing | <input type="checkbox"/> flight |
| <input type="checkbox"/> digging | <input type="checkbox"/> buoyant flight |
| <input type="checkbox"/> floating | <input type="checkbox"/> winged flight |
| <input type="checkbox"/> immobile | <input type="checkbox"/> space |
| <input type="checkbox"/> sailing | <input type="checkbox"/> rocket |
| <input type="checkbox"/> slithering | <input type="checkbox"/> solar sail |
| <input type="checkbox"/> swimming | <input type="checkbox"/> special: _____ |
| <input type="checkbox"/> walking | |

Secondary Locomotion

- climbing
- sliding
- slithering
- swimming
- walking
- no secondary

IV. Size (p. 151)

Size Class Size: _____
 Small SM: _____
 Human-scale Mass: _____
 Large ST: _____
 Wingspan: _____
 (p. 148)

V. Body Plan (p. 154)

Symmetry

- Bilateral (2 sides)
- Trilateral (3 sides)
- Radial
Number of sides: _____
- Spherical
Number of sides: _____
- Asymmetric

Tail

- None
- No features
- Striker
- Long
- Constricting
- Barbed striker
- Gripping
- Branching

Manipulators

- Number of sets: _____
- Prehensile Tail or Trunk
 - Set 1: Bad Grip DX High Man. DX 1
 - Set 2: Bad Grip DX High Man. DX 1
 - Set 3: Bad Grip DX High Man. DX 1
 - Set 4: Bad Grip DX High Man. DX 1
 - Set 5: Bad Grip DX High Man. DX 1
 - Set 6: Bad Grip DX High Man. DX 1

Skeleton

- None
- Hydrostatic
- External
- Internal

Limbs (except asymmetric): (_____ segments) × (_____ sides) × (_____ limbs per side) = _____ limbs.

Asymmetric limbs (2d-2): _____ limbs.

VI. Metabolism (pp. 157–8)

Covering:

- Skin: Soft skin Normal skin Hide (DR 1) Thick Hide (DR 4) Armor shell (DR 5)
 Blubber (DR 4 and Temperature Tolerance ___)
- Scales: Normal skin Heavy scales (DR 3) Armor shell (DR 5)
- Fur: Normal skin Fur Thick fur (+1 level of Temperature Tolerance)
 Thick fur over Hide (DR 1 and +1 level of Temperature Tolerance) Spines
- Feathers: Normal skin Feathers (+1 level of Temperature Tolerance)
 Thick feathers (+2 levels of Temperature Tolerance)
 Feathers over Hide (DR 1 and +1 Temperature Tolerance) Spines
- Exoskeleton: Light (DR 0) Tough (DR 1) Heavy (DR 3) Armor shell (DR 5)

Breathing (All land-based use lungs):

- Doesn't Breathe (Gills) Lungs (air-breathing) with Doesn't Breathe (Oxygen Storage)
- Doesn't Breathe (Gills) and Lungs (or convertible organ) Lungs

Temperature:

- Cold-blooded (with Cold-Blooded disadvantage) Cold-blooded (no disadvantage) Warm-blooded
- Warm-blooded (with Metabolism Control 2)

Growth:

- Metamorphosis Molting Continuous Growth Unusual Growth: _____

VII. Reproduction (p. 161)

Sexes

- Asexual/Parthenogenesis
- Hermaphrodite
- Switching
- Sexual
 No. of sexes: _____

Gestation

- Spawning/Pollinating
- Egg-Laying
- Live-Bearing
- Live-Bearing with Pouch

Special Gestation

- Brood Parasite
- Parasitic Young
- Cannibalistic Young (young impl. in parent, fatal to parent)
- Cannibalistic Young (young consume each other)

Reproductive Strategy

- Strong K-Strategy
- Moderate K-Strategy
- Median Strategy
- Moderate r-Strategy
- Strong r-Strategy

Care After Birth

- None
- Some
- Moderate
- Extensive

Offspring per litter: _____

- +1 level of Short Lifespan

VIII. Senses (p. 164)

Primary Sense: Hearing Vision Touch and Taste

Vision: Normal Blindness Blindness (Can sense light and dark, -10%) [-45]
 Bad Sight Colorblindness Telescopic Vision 4

Hearing: Normal Hard of Hearing Subsonic Hearing Ultrahearing Acute Hearing 4 Sonar

Touch: Normal Numb -1 DX from poor sense of touch -2 DX from poor sense of touch
 Acute Touch 4 Sensitive Touch Vibration Sense

Taste/Smell: Normal No Sense of Smell/Taste No Sense of Smell/Taste (can taste, -50%) [-2]
 Acute Taste 4 Acute Taste/Smell 4 Discriminatory Smell Discriminatory Taste

Special Senses: 360° Vision Absolute Direction Discriminatory Hearing Peripheral Vision Night Vision
 Ultravision Detect (Heat) Detect (Electric Fields) Perfect Balance Scanning Sense (Radar)

Primary Communications Channel: _____

Secondary Communications Channel: _____

IX. Behavior (p. 168)

Intelligence

IQ: _____

- Bestial
- Cannot Learn

Mating

- No pair bond
- Temporary pair bond
- Permanent pair bond
- Harem
- Hive

Group Size

- Solitary
- Pair-bonded
- Small
- Medium
- Large

Group Type

- Troop
- Pack
- Herd

Number of group members: _____

X. Personality (pp. 169–70)

Quality	Total Modifier	Traits
<i>Chauvinism</i>	_____	<input type="checkbox"/> Chauvinistic <input type="checkbox"/> Racial Intolerance <input type="checkbox"/> Xenophobia <input type="checkbox"/> Broad-Minded <input type="checkbox"/> Undiscriminating <input type="checkbox"/> Xenophilia
<i>Concentration</i>	_____	<input type="checkbox"/> Attentive <input type="checkbox"/> Single-Minded <input type="checkbox"/> High Pain Threshold <input type="checkbox"/> 5-point Talent: _____ <input type="checkbox"/> Distractible <input type="checkbox"/> Short Attention Span (<input type="checkbox"/> 9/ <input type="checkbox"/> 12)
<i>Curiosity</i>	_____	<input type="checkbox"/> Nosy <input type="checkbox"/> Curious (<input type="checkbox"/> 6/ <input type="checkbox"/> 9/ <input type="checkbox"/> 12) <input type="checkbox"/> Staid <input type="checkbox"/> Incurious (<input type="checkbox"/> 9/ <input type="checkbox"/> 12)
<i>Egoism</i>	_____	<input type="checkbox"/> Proud <input type="checkbox"/> Selfish (<input type="checkbox"/> 9/ <input type="checkbox"/> 12) <input type="checkbox"/> Humble <input type="checkbox"/> Selfless (<input type="checkbox"/> 6/ <input type="checkbox"/> 9/ <input type="checkbox"/> 12)
<i>Empathy</i>	_____	<input type="checkbox"/> Responsive <input type="checkbox"/> Empathy (Sensitive) <input type="checkbox"/> Empathy <input type="checkbox"/> Oblivious <input type="checkbox"/> Callous <input type="checkbox"/> Low Empathy <input type="checkbox"/> Bloodlust (12)
<i>Gregariousness</i>	_____	<input type="checkbox"/> Congenial <input type="checkbox"/> Chummy <input type="checkbox"/> Gregarious <input type="checkbox"/> Uncongenial <input type="checkbox"/> Loner (<input type="checkbox"/> 9/ <input type="checkbox"/> 12)
<i>Imagination</i>	_____	<input type="checkbox"/> Imaginative <input type="checkbox"/> Dreamer <input type="checkbox"/> Versatile <input type="checkbox"/> Odious Personal Habit (Nonstop Idea Factory) [-5] <input type="checkbox"/> Dull <input type="checkbox"/> Hidebound <input type="checkbox"/> -1 IQ
<i>Suspicion</i>	_____	<input type="checkbox"/> Careful <input type="checkbox"/> Fearfulness (<input type="checkbox"/> 1/ <input type="checkbox"/> 2) <input type="checkbox"/> Cowardice <input type="checkbox"/> Paranoia <input type="checkbox"/> Fearlessness (<input type="checkbox"/> 1/ <input type="checkbox"/> 2/ <input type="checkbox"/> 3) <input type="checkbox"/> Overconfidence <input type="checkbox"/> Unfazeable
<i>Playfulness</i>	_____	<input type="checkbox"/> Playful <input type="checkbox"/> Compulsive Playfulness (<input type="checkbox"/> 9/ <input type="checkbox"/> 12) [-5*] <input type="checkbox"/> Trickster <input type="checkbox"/> Serious <input type="checkbox"/> Odious Racial Habit (Wet Blanket) [-5] <input type="checkbox"/> No Sense of Humor

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