



CHARACTER SHEET

Name Damien Vryce Lux`Arbitri  
 Ht 5'11" Wt 170  
 Appearance

Player Jeff Blohm  
 Size Modifier 5 Age 16

Point Total 408  
 Unspent Points 0

<b>ST</b>	10	[ 0 ]	<b>HP</b>	16	CURRENT	[ 6 ]
<b>DX</b>	15	[100]	<b>Will</b>	15		[ 0 ]
<b>IQ</b>	15	[100]	<b>Per</b>	16		[ 5 ]
<b>HT</b>	12	[ 20 ]	<b>FP</b>	12	CURRENT	[ 0 ]

Languages	Spoken	Written	
Common (Native Language)	(Native)	(Native)	[ 0 ]

DR	TL: 4	[ 0 ]
3*	Cultural Familiarities	

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d  
 BASIC SPEED 6 [ -15 ] BASIC MOVE 6 [ 0 ]

PARRY	Reaction Modifiers
10	Appearance:
Knife	Status: +1; Includes: +1 from 'Wealth'
BLOCK	Other: +0
19	Conditional: -1 from 'Social Stigma (Father is a
PK Shield	Inquinsistor)', +1 from 'Merchant' when buying or selling

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 6	Dodge 9
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 5

Name	Level	Relative Level
Acrobatics	14	DX-1 [ 2 ]
Aerobatics	14	DX-1 [ 2 ]
Area Knowledge (Selid-Din)	15	IQ+0 [ 1 ]
Body Language (Human)	16	Per+0 [ 2 ]
Brainwashing/TL3	13	IQ-2 [ 1 ]
Brawling	16	DX+1 [ 2 ]
Broadsword	14	DX-1 [ 1 ]
Carousing	12	HT+0 [ 1 ]
Clairvoyance	18	IQ+3 [ 2 ]
Includes: +4 from 'Psychokinesis Talent (Telekinesis)'		
Climbing	14	DX-1 [ 1 ]
Current Affairs/TL3 (Politics)	15	IQ+0 [ 1 ]
Detect Lies	12	Per-4 [ 0 ]
Diplomacy	13	IQ-2 [ 1 ]
Disguise/TL3 (Human)	14	IQ-1 [ 1 ]
Escape	13	DX-2 [ 1 ]
Fast-Talk	15	IQ+0 [ 2 ]
Forced Entry	15	DX+0 [ 1 ]
Forgery/TL3	13	IQ-2 [ 1 ]
Garrote	15	DX+0 [ 1 ]
Innate Attack (Projectile)	15	DX+0 [ 1 ]
Interrogation	15	IQ+0 [ 2 ]
Intimidation	15	Will+0 [ 2 ]
Knife	17	DX+2 [ 4 ]
Levitation	18	IQ+3 [ 2 ]
Includes: +4 from 'Psychokinesis Talent (Telekinesis)'		
Lockpicking/TL3	14	IQ-1 [ 1 ]
Merchant	14	IQ-1 [ 1 ]
Mind Block	14	Will-1 [ 1 ]
Observation	15	Per-1 [ 1 ]
Pickpocket	14	DX-1 [ 2 ]
PK Shield	19	IQ+4 [ 4 ]
Includes: +4 from 'Psychokinesis Talent (Telekinesis)'		
Riding (Equines)	14	DX-1 [ 1 ]
Savoir-Faire (High Society)	15	IQ+0 [ 1 ]
Search	15	Per-1 [ 1 ]
Shadowing	14	IQ-1 [ 1 ]
Sleight of Hand	13	DX-2 [ 1 ]
Smallsword	14	DX-1 [ 1 ]
Smuggling	14	IQ-1 [ 1 ]
Stealth	15	DX+0 [ 2 ]
Streetwise	15	IQ+0 [ 2 ]
Theology (Shomish)	15	IQ+0 [ 4 ]
Thrown Weapon (Knife)	15	DX+0 [ 1 ]

ADVANTAGES AND PERKS	
Acute Hearing 1	[ 2 ]
Ally (Thomas) (100% of starting points) (9 or less)	[ 5 ]
Clairvoyance 1 (Psychokinetic)	[ 12 ]
Compartmentalized Mind 1 (Limited, One Ability (TK Grab); Limited, Psi; No Mental Separation)	[ 20 ]
Contact (Fence) (Effective Skill 12) (9 or less; Somewhat Reliable)	[ 1 ]
Energy Reserve (Psi) 4	[ 12 ]
Fit	[ 5 ]
Mind Shield 1 (Profiling)	[ 5 ]
Psychokinesis Talent (Telekinesis) 4	[ 20 ]
Telekinisis (Levitation) 10 (Psychokinetic)	[ 29 ]
Telekinisis (PK Shield Talent) 7 (Psychokinetic)	[ 26 ]
Telekinisis (TK Grab Talent) 20 (Psychokinetic)	[ 72 ]
Wealth (Wealthy)	[ 20 ]
Aerokinesis	[ 1 ]
Alcohol Tolerance	[ 1 ]
Hydrokinesis	[ 1 ]
Umbrella	[ 1 ]
DISADVANTAGES AND QUIRKS	
Charitable (12 or less)	[ -15 ]
Dependent (Younger Sisters) (0 or fewer points) (6 or less; Group of Dependents; Loved one)	[ -30 ]
Non-citizen of Seld-din (-1 Reaction to citizens)	[ -10 ]
Pacifism (Cannot Harm Innocents)	[ -10 ]
Phobia (Order of Bernard Gui) (6 or less)	[ -10 ]
Secret (Thief) (Serious Embarrassment)	[ -5 ]
Social Stigma (Father is a Inquinsistor) -1	[ -5 ]
Weirdness Magnet	[ -15 ]
Allergy (Rag Weed)	[ -1 ]
Code of Honor (Thiefs - Robin Hood)	[ -1 ]
Congenial	[ -1 ]
Likes Halflings	[ -1 ]
Likes Wines	[ -1 ]
Nosy	[ -1 ]
Personality Change (Become very quite and uncongenial around an Inquinsistor)	[ -1 ]
Practical Joker / Prankster	[ -1 ]
Trademark	[ -1 ]

**SKILLS (continued)**

<b>Name</b>	<b>Level</b>	<b>Relative Level</b>	
TK Grab	19	IQ+4	[ 4 ]
Includes: +4 from 'Psychokinesis Talent (Telekinesis)'			
Traps/TL3	14	IQ-1	[ 1 ]
Wrestling	14	DX-1	[ 1 ]
<b>Techniques</b>			
Arm Lock (Wrestling)	15		[ 1 ]
Audio (Clairvoyance)	17		[ 0 ]
Blind Projection (Clairvoyance)	13		[ 0 ]
Choke Hold (Wrestling)	11		[ 0 ]
Dark Vision (Clairvoyance)	16		[ 0 ]
Expansion (PK Shield)	14		[ 0 ]
Includes: +1pts from User			
Fast Activation (Clairvoyance)	11		[ 0 ]
Finger Lock (Wrestling)	12		[ 0 ]
Mass Grab (Mass Grab)	12		[ 0 ]
Includes: +1pts from User			
Rapid Launch (Levitation)	14		[ 0 ]
Includes: +1pts from User			
Secondary Senses (Clairvoyance)	14		[ 0 ]
Suppression (PK Shield)	14		[ 0 ]
Includes: +1pts from User			



**CHARACTER SHEET**  
Damien Vryce Lux' Arbitri

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
4	Blackjack	1d-2 cr	C	16 (11)	7		80	4
2	Brass Knuckles	1d-2 cr	C	16 (11)		[3]	20	.5
	Brawling							
	Punch	1d-3 cr	C	16 (11)				
	Bite	1d-3 cr	C	16 (No)				
	Kick	1d-2 cr	C,1	14 (No)				

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
2	Large Knife	1d-2 imp	0	8 / 15	1	T(1)	15	6	-2		4		80	2

**SPEED/RANGE TABLE**  
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

**HIT LOCATION**

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

*Imp or Pi attacks can target vitals at -3 or eyes at -9.*

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**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
1	Backpack, Small		305	0
1	Bit & Bridle		35	0
1	Boots	feet	0	3
1	Compass		50	0
1	Complete Wardrobe		200	0
1	Leather Cap	skull	32	0
1	Leather Gloves	hands	0	0
240	Money Spent in Play		240	0
1	PK Shield	all	0	0
1	Pouch		10	0
1	Rope, 3/4" (per 33 yards)		75	0
3	Rope, 3/8" (per 10 yards)		15	0
1	Saddle & Tack		150	0
1	Saddle Horse		1485	0
1	Saddlebags		100	0
1	Sleeping Bag, Insulated		100	0
1	Studded Leather Armor Suit	all	0	23
1	Studded Leather Helm	skull, face	0	.5
1	Tallow Candle		5	0
1	Wineskin		10	.25
1	Winter Clothes		60	0

**CHARACTER NOTES**

- Contact - All gained the Silver Sorceress as a 1pt Contact
- Marquessa - Gain Sara Lee Baker as 1pt Contact
- Tom - Gained Reputation (-1) in Central Suburbs as being Tough and

*(text truncated to fit space)*

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 216 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 233 ]
Disadvantages/Quirks	[ -109 ]
Skills/Techniques	[ 68 ]
Other	[ ]

**HAND WEAPONS (continued)**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
4	Garrote	spcl.	C	15 (No)	[8]	8	.2
2	Large Knife					80	2
	swing	1d-2 cut	C,1	17 (10) 6			
	thrust	1d-2 imp	C	17 (10) 6	[1]		
1	Light Club					5	3
	swing	1d+1 cr	1	14 (10) 10			
	thrust	1d-1 cr	1	14 (10) 10			
1	Short Staff					20	1
	swing	1d cr	1	14 (10F)6			
	thrust	1d-2 cr	1	14 (10F)6			