



Name: Lysandra Greenbough
 Race: Wood Elf
 Appearance:

Player: Spent: 250
 Ht: Wt: Age: Unspent: -100

CHARACTER SHEET

ST 12* [30]	HP 12 [0]	Basic Speed 7 [5]
DX 15† [80]	Will 11 [0]	Basic Move 8† [0]
IQ 11 [20]	Per 14 [15]	BL 29 lb (STxST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2
TL 3 [0]	SM +0	

* Includes: -1 from 'Racial ST Penalty'
 † Includes: +1 from 'Wood Elf (Dungeon Fantasy)'

Vision 14	Taste/Smell 14	Death Check 12
Hearing 14	Fright Check 11	Broad Jump 4.33 yd
Touch 14	Consciousness 12	High Jump 1.06 yd

HP 3, 0, -12, -24, -36, -48, -60
FP 3, 0, -12

SLAM TABLE

1-2 1d-3	3-4 1d-2	5-8 1d-1	9 1d
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ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Ground	8 yd	6 yd	4 yd	3 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	8 yd	6 yd	4 yd	3 yd	1 yd
Dodge	10	9	8	7	6

PARRY	PARRY	BLOCK	DODGE	OTHER
12	10	8	9/10	
Spear	DX	DX	Light	

Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	—	Groin	1*	0	—	—
Neck	1*	0	—	—	Arms	1*	0	7	—
Skull	1*+2	0	—	—	Hands	1*	0	5	—
Face	0	0	—	—	Legs	1*	0	7	—
Torso	1*	0	—	—	Feet	1*	0	5	—

MELEE ATTACKS

Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite <i>Skill used: DX</i>	15	—	1d-2 cr	C	—	—	
Kick <i>Skill used: DX-2</i>	13	—	1d-1 cr	C,1	—	—	
Punch <i>Skill used: DX</i>	15	10	1d-2 cr	C	—	—	
Spear: 1H <i>Skill used: Spear</i>	18	12	1d+1 imp	1*	10	4	[1]
Spear: 2H <i>Skill used: Spear</i>	18	12	1d+2 imp	1, 2*	9?	4	two hands

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Longbow <i>Skill used: Bow</i>	21	1d+1 imp	3	180 yd / 240 yd	1	1(2)	11?	-8	?	4	[3]
Spear <i>Skill used: DX-4</i>	11	1d+2 imp	2	12 yd / 18 yd	1	T(1)	9	-6	?	4	

TEMPLATES AND META-TRAITS

Name	Pts
Scout (Dungeon Fantasy)	[0]
Wood Elf (Dungeon Fantasy) <i>Features: Green hair.</i>	[20]
Forest Guardian 2	[10]
Racial ST Penalty -1	[-10]
Elven Gear	[1]
Appearance (Attractive)	[4]
Magery 0	[5]
Sense of Duty (Nature)	[-15]

ADVANTAGES

Name	Pts
Heroic Archer	[20]
Outdoorsman 2	[20]

DISADVANTAGES

Name	Pts
Callous	[-5]
Code of Honor (Soldier's)	[-10]
Honesty (12 or less)	[-10]
Intolerance (Urbanites)	[-5]
No Sense of Humor	[-10]
Sense of Duty (Adventuring companions)	[-5]
Stubbornness	[-5]

SKILLS

Name	Level	Relative	Pts
Acrobatics {p. B174}	14	DX-1	[2]

SKILLS (continued)

Name	Level	Relative	Pts
Bow {p. B182}	21*	DX+6	[16]
Camouflage {p. B183}	16†	IQ+5	[2]
Cartography/TL3 {p. B183}	12	IQ+1	[4]
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Arrow) {p. B194}	17*	DX+2	[1]
Gesture {p. B198}	12	IQ+1	[2]
Hiking {p. B200}	12	HT+0	[2]
Jumping {p. B203}	15	DX+0	[1]
Knife {p. B208}	15	DX+0	[1]
<i>Parry: 9</i>			
Mimicry (Bird Calls) {p. B210}	12‡	IQ+1	[2]
Navigation/TL3 (Land) {p. B211}	12‡	IQ+1	[1]
Observation {p. B211}	14	Per+0	[2]
Riding (Equines) {p. B217}	14	DX-1	[1]
Running {p. B218}	11	HT-1	[1]
Search {p. B219}	13	Per-1	[1]
Shadowing {p. B219}	12	IQ+1	[4]
Spear {p. B208}	18	DX+3	[12]
<i>Parry: 12</i>			
Stealth {p. B222}	16*	DX+1	[1]
Survival (Woodlands) {p. B223}	17†	Per+3	[1]
Swimming {p. B224}	12	HT+0	[1]
Tracking {p. B226}	17‡	Per+3	[4]
Traps/TL3 {p. B226}	12	IQ+1	[4]

* Includes: +2 from 'Forest Guardian'
 † Includes: +2 from 'Outdoorsman', +2 from 'Forest Guardian'
 ‡ Includes: +2 from 'Outdoorsman'

TECHNIQUES			
Name	Level	Relative	Pts
Roll with Blow (Acrobatics) (p. MA87)	14	def+2	[3]

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.

REACTION MODIFIERS
Appearance: +1*
* Includes: +1 from 'Appearance'
Status: +0
Other: +0†
† Conditional: +2 from 'Outdoorsman', +2 from 'Forest Guardian', +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known, -1 from 'Callous' when past victim, or has Empathy, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -1 from 'Stubbornness', -2 from 'No Sense of Humor'

LANGUAGES			
Name	Spoken	Written	Pts
Common (Native)	Native	Native	[0]

EQUIPMENT			
Qty	Item	Cost	Weight
3	Arrow (+1 Damage) (~Puissance: Missile (+1))	81	4.8 oz
4	Burrowing Arrow	108	6.4 oz
1	Cloth Armor Suit (~Fortify (Full Suit) (+1)) Description: TL:1 LC:-- DR:1* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight. Location: full suit, skull	200	12 lb
1	Cord, 3/16" (per 10 yards) Description: TL:0 Notes: Supports 90 lbs.	1	8 oz
1	Longbow/TL0 Description: TL:0 LC:4, [Dam:thr+2 imp ACC:3 Range:ST*15/ST*20 ROF:1 Shots:1(2) ST:11? Bulk:-8 Rcl:? Skill:Bow, DX-5 Notes: [3]	200	30 lb
1	Shoulder Quiver Description: Holds 12 arrows or bolts	10	8 oz
1	Spear/TL0 Description: TL:0 LC:4, [Dam:thr+2 imp Reach:1* Parry:0 ST:10 Skill:Spear, DX-5, Polearm-4, Staff-2 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:thr+3 imp Reach:1, 2* Parry:0 ST:9 Skill:Spear, DX-5, Polearm-4, Staff-2 Notes: two hands],[Dam:thr+3 imp ACC:2 Range:ST*1/ST*1.5 ROF:1 Shots:T(1) ST:9 Bulk:-6 Rcl:? Skill:Thrown Weapon (Spear), DX-4, Spear Thrower-4, Thrown Weapon (Harpoon)-2]	40	4 lb

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics	[170]
Advantages, Perks	[60]
Disadvantages, Quirks	[-50]
Skills, Techniques	[70]
Total Points Spent:		250
Unspent Points:		-100

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.