GURPS CHARACTER SHEET

Name Reyals | Player | Point Total 148

Ht 5'11" | Wt 170 | Size Modifier 0 | Age 27 | Unspent Pts

Appearance Scruffy, Missing a hand due to an unfortunately failed theft

					CURRENT		
ST	12	[20]	**HP**	17	17	[10]
DX	12	[40]	**WILL**	10		[0]
IQ	10	[0]	**PER**	10		[0]
HT	12	[20]	**FP**	12	CURRENT	[0]

BASIC LIFT (ST × ST)/5 29 **DAMAGE** Thr 4 Sw

BASIC SPEED 6.00 [0] **BASIC MOVE** 6 [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	29	BM × 1	6	Dodge	9
Light (1) = 2 × BL	58	BM × 0.8	5	Dodge -1	8
Medium (2) = 3 × BL	86	BM × 0.6	4	Dodge -2	7
Heavy (3) = 6 × BL	173	BM × 0.4	2	Dodge -3	6
X-Heavy (4) = 10 × BL	288	BM × 0.2	1	Dodge -4	5

Languages	Spoken	Written
		[ ]
		[ ]
		[ ]
		[ ]
		[ ]

DR
Head: 2+2
Torso: 2
Arm: 2
Hand: 2
Leg: 2
Foot: 2

TL: 4 [ ]

Cultural Familiarities

[ ]
[ ]
[ ]

PARRY 16

BLOCK 7

Reaction Modifiers

Appearance
Status
Reputation

ADVANTAGES AND PERKS

Enhanced Parry (bare hands) 5	[25]
Extra Attack 2	[50]
Impaling Attack 4	[32]
Striker (impaling)	[8]
Alcohol tolerance	[1]
Honest Face	[1]

DISADVANTAGES AND QUIRKS

Addiction (theft) (Expensive)	[-10]
Chronic Depression	[-15]
Greed	[-15]
Impulsiveness	[-10]
Kleptomania	[-15]
Clumsy	[-1]
Imaginative	[-1]
Likes Gold	[-1]
Obsession	[-1]
Trademark	[-1]
curious	[-5]

SKILLS

Name	Level	Relative Level	
Brawling	16	DX+4	[12]
stealth	13	DX+!	[4]
Pickpocket	11	DX-1	[2]

GURPS

CHARACTER SHEET

Name ____________________

HAND WEAPONS

Weapon	Damage	Reach	Parry	Notes	Cost	Weight
Impaling Arm Lance	4d6+8(4 thrust)	C	16	Amuptated arm sleev	500	0

RANGED WEAPONS

Weapon	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight

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
-7	Skull

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

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ARMOR & POSSESSIONS

Item	Location	Cost	Weight
Leather Armor suit	equipped(full)	340	19.5
mail Coif	d (head/neck)	55	4
Totals:		$895	23.5**Lbs.**

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics ____________ [0]

Advantages/Perks/TL/Languages/
Cultural Familiarity ____________ [0]

Disadvantages/Quirks ____________ [0]

Skills/Techniques ____________ [2]

Other ____________ [ ]

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