



CHARACTER SHEET

Name Orpo the Mercenary
 Ht 5ish Wt Average Size Modifier 0 Age 20
 Appearance Just here to swing a sword and make a buck.

Point Total 50
 Unspent Points 0

ST	11	[10]	HP	12	<small>CURRENT</small>	[2]
DX	10	[0]	Will	10		[0]
IQ	10	[0]	Per	10		[0]
HT	11	[10]	FP	11	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR 3*	TL: 3 Cultural Familiarities	[0]
----------	---------------------------------	-------

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

PARRY 10 Axe/Mace	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: -1 from 'Callous' when past victim, or has Empathy
BLOCK 10 Shield	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 5	Dodge 9
Light (1) = 2 x BL 48	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 72	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 5

SKILLS			
Name	Level	Relative Level	
Axe/Mace	12	DX+2	[8]
Fast-Draw (Axe)	11	DX+1	[1]
<small>Includes: +1 from 'Combat Reflexes'</small>			
Shield	12	DX+2	[4]
Spear	9	DX-1	[1]
Swimming	11	HT+0	[1]
Throw Spear	11	DX+1	[2]

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Hard to Kill 1	[2]
DISADVANTAGES AND QUIRKS	
Callous	[-5]
Chauvinistic	[-1]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
1	Axe	1d+3 cut	1	12 (10U)	11		50	4
	Bite	1d-2 cr	C	10 (No)				
	Kick	1d-1 cr	C,1	8 (No)				
1	Medium Shield	1d-1 cr	1	10 (No)		[2,3,4]	60	15
	Punch	1d-2 cr	C	10 (9)				
1	Spear						40	4
	one-handed thrust	1d+1 imp	1*	9 (8)	9	[1]		
	two-handed thrust	1d+2 imp	1,2*	9 (8)	9†			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Spear												40	4
	thrown	1d+2 imp	2	11 / 16.5	1	T(1)	6	9	-3		4			
	woomera	1d+4 imp	2	16.5 / 22	1	1(1)	6	7	-6		4			

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.

This sheet printed from GURPS Character Assistant.
This and other GURPS forms may also be downloaded at www.sjgames.com/gurps/resources/.
Copyright © 2004 Steve Jackson Games Incorporated. All rights reserved.

ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Light Scale Suit	all	610	49

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[22]
Advantages/Perks/TL/Languages/Cultural Familiarity	[17]
Disadvantages/Quirks	[-6]
Skills/Techniques	[17]
Other	[]