



CHARACTER SHEET

Name Reyals

Player

Point Total 150

Ht 5'11"

Wt 170

Size Modifier 0 Age 27

Unspent Points 0

Appearance

Scruffy theif, who lost a hand after being caught stealing

ST	14	[40]	HP	14	CURRENT	[0]
DX	12	[40]	Will	10		[0]
IQ	10	[0]	Per	11		[5]
HT	12	[20]	FP	12	CURRENT	[0]

Languages	Spoken	Written

DR 3	TL: 4 Cultural Familiarities	[0]
---------	---------------------------------	-------

BASIC LIFT 39 DAMAGE Thr 1d Sw 2d
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

PARRY 10 Broadsword BLOCK 8 DX	Reaction Modifiers Appearance: Status: +0 Other: +0
---	---

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 39	BM x 1 6	Dodge 10
Light (1) = 2 x BL 78	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 117	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 234	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 390	BM x 0.2 1	Dodge - 4 6

SKILLS

Name	Level	Relative Level
Broadsword	13	DX+1 [4]
Climbing	12	DX+0 [2]
Escape	12	DX+0 [4]
Filch	14	DX+2 [8]
First Aid/TL4 (Human)	11	IQ+1 [2]
Hiking	12	HT+0 [2]
Pickpocket	12	DX+0 [4]
Scrounging	12	Per+1 [2]
Search	12	Per+1 [4]
Stealth	13	DX+1 [4]
Survival (Mountain)	12	Per+1 [4]
Techniques		
Disarming (Broadsword)	14	[2]
Dual-Weapon Attack (Broadsword)	10	[2]
Whirlwind Attack (Broadsword)	10	[3]

ADVANTAGES AND PERKS

Ambidexterity	[5]
Combat Reflexes	[15]
High Pain Threshold	[10]
Very Fit	[15]
Alcohol Tolerance	[1]
Honest Face	[1]

DISADVANTAGES AND QUIRKS

Curious (12 or less)	[-5]
Greed (12 or less)	[-15]
Impulsiveness (12 or less)	[-10]
Kleptomania (12 or less)	[-15]
clumsy	[-1]
Imaginative	[-1]
Likes Gold	[-1]
Obsession	[-1]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Bite	1d-1 cr	C	12 (No)				
2	Broadsword						1000	6
	swing	2d+1 cut	1	13 (10)	10			
	thrust	1d+1 cr	1	13 (10)	10			
	Kick	1d cr	C,1	10 (No)				
	Punch	1d-1 cr	C	12 (10)				

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

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	Boots	feet	80	3
1	Gauntlets	hands	100	2
1	Heavy Leather Leggings	legs	60	4
1	Heavy Leather Sleeves	arms	50	2
1	Legionary Helmet	skull, face	150	6
1	Light Scale Armor	torso	150	15

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[105]
Advantages/Perks/TL/Languages/Cultural Familiarity	[47]
Disadvantages/Quirks	[-49]
Skills/Techniques	[47]
Other	[]