



CHARACTER SHEET

Name Soras D'wello
 Ht 5'5" Wt 140
 Appearance Wiry, balding middle aged man with bad teeth and a nervous disposition.

Player NPC
 Size Modifier 0 Age 37

Point Total 150
 Unspent Points 0

ST	11	[10]	HP	11	[0]
DX	11	[20]	Will	12	[-5]
IQ	13	[60]	Per	12	[-5]
HT	10	[0]	FP	10	[0]

Languages	Spoken	Written	
Common (Native Language)	(Native)	(Native)	[0]
Other	(Broken)		[1]

DR	TL: 3	[0]
2*	Cultural Familiarities	

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

PARRY	Reaction Modifiers
11	Appearance: -1/-1
Staff	<i>Unappealing Includes: -1 from 'Appearance'</i>
BLOCK	<i>Appealing Includes: -1 from 'Appearance'</i>
6	Status: +0
DX	Other: +0
	Conditional: -2 from 'Paranoia', +1 from 'Merchant' when buying or selling

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

ADVANTAGES AND PERKS	
Ally (Bodyguard) (25% of starting points) (15 or less)	[3]
Magery 2	[20]
Magery 0	[5]
Wealth (Comfortable)	[10]
DISADVANTAGES AND QUIRKS	
Appearance (Unattractive)	[-4]
Chummy	[-5]
Intolerance (Dwarves) (One group)	[-5]
Miserliness (15 or less)	[-5]
Paranoia	[-10]
Always Punctual	[-1]
Sweet Tooth	[-1]
Vow (Save Money To Retire)	[-1]

SKILLS			
Name	Level	Relative Level	
Accounting	11	IQ-2	[1]
Detect Lies	10	Per-2	[1]
First Aid/TL3 (Human)	13	IQ+0	[1]
Hiking	9	HT-1	[1]
Innate Attack (Stone Missile)	14	DX+3	[8]
Merchant	12	IQ-1	[1]
Riding (Equines)	10	DX-1	[1]
Running	9	HT-1	[1]
Shield (Shield)	11	DX+0	[1]
Staff	12	DX+1	[4]
Tactics	12	IQ-1	[2]
Writing	12	IQ-1	[1]
Spells			
Create Earth	13		[1]
Earth to Stone	13		[1]
Lend Energy	13		[1]
Missile Shield	13		[1]
Rain of Stones	13		[1]
Seek Earth	13		[1]
Seek Water	13		[1]
Sense Danger	15		[4]
Sense Foes	13		[1]
Shape Earth	13		[1]
Shield	13		[1]
Stone Missile	20		[24]
Test Food	13		[1]
Watchdog	13		[1]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-2 cr	C	11 (No)			
	Kick	1d-1 cr	C,1	9 (No)			
	Punch	1d-2 cr	C	11 (8)			
1	Quarterstaff					10	4
	staff swing	1d+3 cr	1,2	12 (11) 7†			
	staff thrust	1d+1 cr	1,2	12 (11) 7†			
	sword swing	1d+3 cr	1,2	6 (6) 9†			
	sword thrust	1d cr	2	6 (6) 9†			
1	Small Knife					30	.5
	swing	1d-2 cut	C,1	7 (5) 5			
	thrust	1d-2 imp	C	7 (5) 5	[1]		

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Small Knife	1d-2 imp	0	5.5 / 11	1	T(1)	7	5	-1		4		30	.5
	Stone Missile	~1d+1 cr	2	40 / 80			7					~1-3er		

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	Leather Armor Suit	all	340	19.5
1	Pouch		10	0
1	Powerstone (Energy 1)		70	0
1	Powerstone (Energy 6)		790	0

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[80]
Advantages/Perks/TL/Languages/Cultural Familiarity	[39]
Disadvantages/Quirks	[-32]
Skills/Techniques	[63]
Other	[]