



CHARACTER SHEET

Name Zeoc

Player

Point Total 30

Ht 5'7"

Wt 125lbs

Size Modifier 0 Age 20

Unspent Points 0

Appearance A slim, wiry tribesman with a talent for tracking and traps.

ST	10	[0]	HP	10	<small>CURRENT</small>	[0]
DX	10	[0]	Will	11		[0]
IQ	11	[20]	Per	12		[5]
HT	10	[0]	FP	10	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR 0	TL: 1 Cultural Familiarities [0]
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BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5 [0] BASIC MOVE 5 [0]

PARRY 0	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +2 from 'Sense of Duty (Tribe)' when in dangerous situations if Sense of Duty is known
BLOCK 0	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 5	Dodge 8
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 4

SKILLS			
Name	Level	Relative Level	
Area Knowledge (Tribe Territory)	11	IQ+0	[1]
Stealth	9	DX-1	[1]
Survival (Plains)	11	Per-1	[1]
Swimming	10	HT+0	[1]
Thrown Weapon (Javelin)	10	DX+0	[1]
Tracking	14	Per+2	[8]
Traps/TL1	11	IQ+0	[2]

ADVANTAGES AND PERKS

Chief Owes Him A Favor For Saving Cheif's Life [1]

DISADVANTAGES AND QUIRKS

Sense of Duty (Tribe) (Small Group) [-5]
 Skinny [-5]
 Humble [-1]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-3 cr	C	10 (No)			
2	Javelin	1d-1 imp	1	5 (5) 6	[1]	60	4
	Kick	1d-2 cr	C,1	8 (No)			
	Punch	1d-3 cr	C	10 (8)			

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
2	Javelin												60	4
	thrown	1d-1 imp	3	15 / 25	1	T(1)	6	6	-4		4			
	atlatl	1d+1 imp	3	20 / 30	1	T(1)	5	6	-4		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.

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ARMOR & POSSESSIONS		Location	Cost	Weight
Qty	Item			

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[25]
Advantages/Perks/TL/Languages/Cultural Familiarity	[1]
Disadvantages/Quirks	[-11]
Skills/Techniques	[15]
Other	[]