

Dodge

Name: Smetterling

Race: Human Ht: 1.63m Wt: 100 lbs Age: ?

Appearance: A celestial being of human-female descent. It seems keen to help Klaad

Player: NPC, Ally of Klaad Spent: 250 Ht: 1.63m Wt: 100 lbs Age: ? Unspent: 0



Vision	12	Fright Check	14*	High Jump	2.17 ft		
Hearing	12	Consciousness	s 12	Money	0		
Touch	12	Death Check	12				
Taste/Smell	12	Broad Jump	3 yd				
* Includes: 12 from 'Combat Poflovos'							

ENCUMBRANCE TABLE								
Name	« None »	Light	Med	Hvy	X-Hvy			
Lifting	×1	×2	×3	×6	×10			
Basic	29 lb	58 lb	87 lb	174 lb	290 lb			
Movement	×1	×0.8	×0.6	×0.4	×0.2			
Ground	6 yd	4 yd	3 yd	2 yd	1 yd			
Water	1 yd	1 yd	1 yd	1 yd	1 yd			
- Air	12 vd	9 vd	7 vd	4 vd	2 vd			

LIFTING FEATS									
	1-Hand	2-Hand	Shove /	Carry on	Shift				
Name	Lift*	Lift†	Over [‡]	Back [§]	Slightly				
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb				
* Takes 2 seconds to complete									
† Takes 4 second	is to complete	ı Ş	Lose 1 FP/sec	while over X-HV	v enc.				

REACTION MODIFIERS					
Appearance: +0					
Status: +0					
Other: +0*					
* Conditional: +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if					
Sense of Duty is known					

ADVANTAGES							
Name	Pts						
Blessed (Heroic Feat; ST) {p. B40}	10]						
Combat Reflexes (p. B43)	15]						
Damage Resistance 2 (p. B46)	10]						
Flight (Winged, -25%) {p. B56}	30]						
Healing (Accessibility (Not own disease) (+1), -10%; Disease [18]						
Only, -40%; Faith Healing, +20%; Takes Extra Time (2							
seconds) (+1), -10%) {p. B59}							
Roll: 12 (IQ)							
High Pain Threshold {p. B59}	10]						
Roll to ignore pain: 15 (Will+3)							
Illusion (Extended: Smell/Taste, Touch (+40), +40%; [38]						
Ranged, +40%; Reduced Range (x1/10), -30%) {p. P95}							
Immunity to Metabolic Hazards (p. B80)	30]						
Toxic Attack 1 (Area Effect (2 yd), +50%; Contact Agent,	32]						
+150%; Cyclic (10 second interval) (31 cycles) (+1500%;	_						
Resistible, *1/2), +750%; Emanation, -20%; Highly							
Contagious, +50%; Partial Dice (per die) (-1/die), -1;							
Resistible (HT-2), -20%) {p. B61}							

DISADVANTAGES					
Name	Pts				
Dependency (Sanctity; Constantly, *5)	[-25]				
Sense of Duty (Coreligionists) {p. B153}	[-10]				
Unnatural Feature -1 (Celestial) {p. B22}	[-1]				
Vulnerability (Crushing x2; Common) {p. B161}	[-30]				
Wealth (Dead Broke) {p. B25}	[-25]				

QUIR	KS
Name	Pts
_Unused Quirk 1 {p. B163}	[-1]
_Unused Quirk 2 {p. B163}	[-1]
_Unused Quirk 3 {p. B163}	[-1]
_Unused Quirk 4 (p. B163)	[-1]



QUIRKS (continued)							
Name			F	Pts			
_Unused Quirk 5 {p. B163}			_[_	-1]			
SKILLS							
DX based	Level	Relative	F	Pts			
Brawling {p. B182}	4.4	DV 0	-	4.1			
Drawning (p. D102)	14	DX+2	- 1	4			
Parry: 11	14	DX+2	l	4]			

Parry: 10			,
Fast-Draw (Something) {p. B194}	13*	DX+1	[1]
Shield (Shield) {p. B220}	14	DX+2	[4]
Block: 11			
IQ based	Level	Relative	Pts
Artist (Illusion) {p. B179}	14	IQ+2	[12]
Hidden Lore (Servitors of Cyric)	12	IQ+0	[2]
{p. B199}			
Tactics {p. B224}	11	IQ-1	[2]
Theology (Cyric) {p. B226}	12	IQ+0	[4]
* Includes: +1 from 'Combat Reflexes'			

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Smetterling Human

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	11	1d-1 cr	С	_	_	
Skill used: Brawling							
Brawling: Bite	14	_	1d-1 cr	С	_	_	
Skill used: Brawling							
Brawling: Kick	12	_	1d cr	C,1	_	_	
Skill used: Brawling-2							
Toxic Attack	12	10	1d-1 tox	2 yd	_	_	
			{x31/10sec} R-	_			
			HT-2 (2 yd)				
Skill used: Will			= (=)=/				

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Illusion	12	spcl. (2 yd)	3	1 yd / 10 yd	1	_	_	_	1	_	
Skill used: Will											

		SLAM TABLE		
1–2	3–4	5–8	9–12	13–14
1d-3	1d-2	1d-1	1d	2d
PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	11*	10*	
Broadsword	DX	Shield (Shield)	None	
Eyes DR: 0 DB: 0 Neck DR: 0 DB: 0 DB		Arm Hall Leg Fee Boom No	es 2 ck — ull — ce — cion — ns 7 nds 5 gs 7	#

* Includes: +1 from 'Combat Reflexes'			† Includes: +2 from 'Damage Resistance'			
HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP	
12 11 10 9 8 7 6 5 4 3	0 -1 -2 -3 -4 -5 -6 -7 -8 -9	-12 -13 -14 -15 -16 -17 -18 -19 -20 -21	-24 -25 -26 -27 -28 -29 -30 -31 -32 -33	-36 -37 -38 -39 -40 -41 -42 -43 -44 -45	-48 -49 -50 -51 -52 -53 -54 -55 -56 -57	
2 1	-10 -11	-22 -23	-34 -35	-46 -47	-58 -59	

HP loss effects are cumulative with each other and any effects suffered from FP loss. less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness at the

start of your next turn and any turn you choose a maneuver other than Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP or less: Immediate death

FP	0 FP
12 11 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-5 -6 -7 -8 -9
2 1	-10 -11

 $\ensuremath{\mathsf{FP}}$ loss effects are cumulative with each other and any effects suffered from $\ensuremath{\mathsf{HP}}$ loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

O FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss

causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

HUMANOID HIT LOCATION TABLE						
Location	Mod.	Roll	Location	Mod.		
Skull	-7(f)/-5(b)	_	Vitals*	-3		
Face	-5(f)/-7(b)	_	Eye†	-9		
Right Leg	-2	_	Ear	-7		
Right Arm	-2	_	Nose	-7		
Torso	_	_	Jaw	-6		
Groin	-3	_	Spine‡	-8		
Left Arm	-2	_	Limb Vein/Artery§	-5		
Left Leg	-2	_	Neck Vein/Artery§	-8		
Hand	-4	_	Arm/Leg Joint¶	-5		
Foot	-4	_	Hand/Foot Joint¶	-7		
Neck	-5					
	Skull Face Right Leg Right Arm Torso Groin Left Arm Left Leg Hand Foot	Location Mod. Skull -7(f)/-5(b) Face -5(f)/-7(b) Right Leg -2 Right Arm -2 Torso - Groin -3 Left Arm -2 Left Leg -2 Hand -4 Foot -4	Location Mod. Roll Skull -7(f)/-5(b) - Face -5(f)/-7(b) - Right Leg -2 - Right Arm -2 - Torso - - Groin -3 - Left Arm -2 - Left Leg -2 - Hand -4 - Foot -4 -	Location Mod. Roll Location Skull -7(f)/-5(b) - Vitals* Face -5(f)/-7(b) - Eye† Right Leg -2 - Ear Right Arm -2 - Nose Torso - - Jaw Groin -3 - Spine‡ Left Arm -2 - Limb Vein/Artery§ Left Leg -2 - Neck Vein/Artery§ Hand -4 - Arm/Leg Joint¶ Foot -4 - Hand/Foot Joint¶		

See also: Size and Speed/Range Table, p. B550.

- *Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 † Only targetable by impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 § Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: Hit Location, p. B398, Human and Humanoid Hit Location Table, p. B552, and New Hit Locations, p. MA137.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 vd	-15	+15	700 vd

SCRATCH PAD

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Smetterling Human

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [120]
Advantages, Perks [193]
Disadvantages, Quirks [-96]
Skills, Techniques [33
Total Points Spent:	250
Unspent Points:	0

CAMPAIGN LOG					
Points: (logged) 0	+ (other) 0	= (total) 0			
Initial Character Creation					
Character created using GURPS Character Assistant 4					
15.08.2011: 0 pts					

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This celestial being has the following elements: Good, Life and Earth