

CHARACTER SHEET

ST 12 [20]	HP 12 [0]	Basic Speed 6 [0]
DX 12 [40]	Will 11 [0]	Basic Move 6 [0]
IQ 11 [20]	Per 11 [0]	BL 29 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d-1 Sw 1d+2
TL 3 [0]	SM +0	

Vision 11	Fright Check 11	High Jump 2.17 ft
Hearing 11	Consciousness 12	Money -3610
Touch 11	Death Check 12	
Taste/Smell 11	Broad Jump 3 yd	

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	29 lb	58 lb	87 lb	174 lb	290 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	9	8	7	6	5

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	58 lb	232 lb	348 lb	435 lb	1450 lb

* Takes 2 seconds to complete
 † Takes 4 seconds to complete
 ‡ Double with a running start
 § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +2* / +4†

* Unappealing - Includes: +2 from 'Appearance'
 † Appealing - Includes: +4 from 'Appearance'

Status: +0

Other: +0‡

‡ Conditional: +2 from 'Sense of Duty (Adventuring Companions)' when in dangerous situations if Sense of Duty is known, -1 from 'Social Stigma (Criminal Record)', +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), -1 from 'Callous' when past victim, or has Empathy

CULTURAL FAMILIARITIES

Native	Pts
Zarakun (Native) {p. B23, BS183}	0
Non-native	Pts
Christian {p. B23, BS183}	1

LANGUAGES

Native	Spoken	Written	Pts
Zarakun (Native) {p. B24}	Native	Native	0
Non-native	Spoken	Written	Pts
Anglich {p. B24, BS33}	Accented	Accented	4

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	5
Appearance (Beautiful) {p. B21}	12
Empathy {p. B51}	15
Roll: 11 (IQ)	
Luck {p. B66}	15

DISADVANTAGES

Name	Pts
Bad Temper (12 or less, *1) {p. B124}	-10
Bloodlust (9 or less, *1.5) {p. B125}	-15
Callous {p. B125}	-5
Compulsive Carousing (12 or less, *1) {p. B128}	-5
Sense of Duty (Adventuring Companions; Small Group) {p. B153}	-5
Sleepwalker (12 or less, *1) {p. B154}	-5
Social Stigma (Criminal Record) {p. B155}	-5

QUIRKS

Name	Pts
_Unused Quirk 1 {p. B163}	-1



QUIRKS (continued)

Name	Pts
Unused Quirk 2 {p. B163}	-1
Unused Quirk 3 {p. B163}	-1
Unused Quirk 4 {p. B163}	-1
Unused Quirk 5 {p. B163}	-1

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	11	DX-1	[2]
Climbing {p. B183}	11	DX-1	[1]
Erotic Art (Human) {p. B192, S224}	11	DX-1	[1]
Escape {p. B192}	10	DX-2	[1]
Filch {p. B195}	12	DX+0	[2]
Forced Entry {p. B196}	13	DX+1	[2]
Pickpocket {p. B213}	11	DX-1	[2]
Saber {p. B208}	14	DX+2	[8]
Parry: 10			
Sleight of Hand {p. B221}	11	DX-1	[2]
Stealth {p. B222}	12	DX+0	[2]
HT based	Level	Relative	Pts
Carousing {p. B183}	13	HT+1	[2]
IQ based	Level	Relative	Pts
Area Knowledge (Hyrnan) {p. B176}	11	IQ+0	[1]
Area Knowledge (Morriel) {p. B176}	11	IQ+0	[1]
Connoisseur (Jewelry) {p. B185}	10	IQ-1	[1]
Current Affairs/TL3 (Business) {p. B186}	11	IQ+0	[1]
Fast-Talk {p. B195}	11	IQ+0	[2]
First Aid/TL3 (Human) {p. B195}	11*	IQ+0	[1]
Gambling {p. B197}	10	IQ-1	[1]
Holdout {p. B200}	10	IQ-1	[1]
Lockpicking/TL3 {p. B206}	11	IQ+0	[2]
Poisons/TL3 {p. B214}	9	IQ-2	[1]
Professional Skill (Brewer) {p. B215}	10	IQ-1	[1]
Shadowing {p. B219}	10	IQ-1	[1]
Streetwise {p. B223}	10	IQ-1	[1]
Traps/TL3 {p. B226}	11	IQ+0	[2]
Per based	Level	Relative	Pts
Detect Lies {p. B187}	13†	Per+2	[2]
Observation {p. B211}	11	Per+0	[2]
Urban Survival {p. B228}	10	Per-1	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	10‡	Will-1	[1]

* Conditional: +1 from 'First Aid Kit'

† Includes: +3 from 'Empathy'

‡ Conditional: +1 from 'Callous' when you use threats or torture

		MELEE ATTACKS						
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Bite		12	—	1d-2 cr	C	—	—	
Kick		10	—	1d-1 cr	C,1	—	—	
Punch		12	9	1d-2 cr	C	—	—	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Saber: Swing		14	10F	1d+1 cut	1	8	4	
Saber: Thrust		14	10F	1d imp	1	8	4	
Saber: Swing		14	10F	1d+1 cut	1	8	4	
Saber: Thrust		14	10F	1d imp	1	8	4	

Parry "F": The weapon is a *fencing weapon* (see: *Fencing Weapons*, p. B404).

PARRY	PARRY	BLOCK	DODGE	OTHER
10	9	7	8/9	
Saber	DX	DX	Light	

Loc.	HP	#
Eyes	2	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	7	
Hands	5	
Legs	7	
Feet	5	

Bonus DR: 0
Bonus DB: 0

Notes:

Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	—	Vitals†	-3
5	Face	-5(f)/-7(b)	—	Eye‡	-9
6-7	Right Leg	-2	—	Ear	-7
8	Right Arm	-2	—	Nose	-7
9-10	Chest*	—	—	Jaw	-6
11	Abdomen*	-1	—	Spine§	-8
12	Left Arm	-2	—	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	—	Neck Vein/Artery¶	-8
15	Hand	-4	—	Arm/Leg Joint**	-5
16	Foot	-4	—	Hand/Foot Joint**	-7
17-18	Neck	-5	—	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † 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, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12	11	10	9	8	0
7	6	5	4	3	-5
2	1	-10	-11	-22	-23

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 immediately and at the start of any turn you choose a maneuver other than Do Nothing.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

FP	0 FP
12	11
7	6
2	1

FP loss effects are cumulative with each other and any effects suffered from 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.
0 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.

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 yd	-15	+15	700 yd

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

TECHNIQUES			
Name	Level	Relative	Pts
Dual-Weapon Attack (Saber) {p. MA83, B230}	14	def+4	[5]

SLAM TABLE		
1-2	3-4	5-7
1d-3	1d-2	1d-1

SCRATCH PAD

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
<i>12.06.2011: 0 pts</i>		

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[100]
Advantages, Perks	[52]
Disadvantages, Quirks	[-55]
Skills, Techniques	[53]
Total Points Spent:	
150	
Unspent Points:	
0	