

Name: Gianni Bruto Race: Human Appearance:

Player: Stefan Leuenberger Ht: 1.60m Wt: 130 lbs Age: 26

Spent: 100 Unspent: 0

## **CHARACTER SHEET**

ST	10	[	0]	HP	10	[	0]	Basic Speed 6	[	0]
DX	12	[	40]	Will	12	[	0]	Basic Move 6	[	0]
IQ	12	[	40]	Per	12	[	0]	BL 20 lb	) (S	T×ST)/5
нт	12	[	20]	FP	12	[	0]		Sw	1d

TL 8	[ 0] <b>SM</b> +0
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Vision	12	Taste/Smell	12	Death Check	12
Hearing	12	Fright Check	12		
Touch	12	Consciousness	12		

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
10 9 8 7 6	0 -1 -2 -3 -4	-10 -11 -12 -13 -14	-20 -21 -22 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44
5 4 3 2 1	-5 -6 -7 -8 -9	-15 -16 -17 -18 -19	-25 -26 -27 -28 -29	-35 -36 -37 -38 -39	-45 -46 -47 -48 -49

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

-5×HP or less: Immediate death

FP	0 FP
12 11 10 9 8	0 -1 -2 -3 -4
76543	-5 -6 -7 -8 -9
2 1	-10 -11

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.

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.

	LIFTING FEATS								
	1-Hand	2-Hand	Shove /	Carry on	Shift				
Name	Lift*	Lift†	Over <sup>‡</sup>	Back <sup>§</sup>	Slightly				
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb				
* Takes 2 second	s to complete	‡	Double with a	running start					
† Takes 4 second	ls to complete	i §	Lose 1 FP/sec	while over X-Hv	y enc.				

JUMP TABLE									
Mvmt.	Mvmt. Rest 1 2 3 4 5+								
High	2.17 ft	2.67 ft	1.06 yd	1.22 yd	1.39 yd	1.44 yd			
Broad	3 yd	3.67 yd	4.33 yd	5 yd	5.67 yd	6 yd			

REACTION MODIFIERS						
Appearance: +0						
Status: +0						
Other: +0*						
* Cond2 from 'Stuttering', Cond. +1 from 'Merchant' when buying or selling, Cond. +1						

CULTURAL FAMILIARITIES		
Name	F	?ts
Western (Native) {p. B23}	[	0]

LANGUAGES							
Native	Spoken	Written	Pts				
Italian (Native) {p. B24}	Native	Native	[ 0]				
Non-native	Spoken	Written	Pts				
German (p. B24)	Broken	_	[ 1]				

ADVANTAGES		
Name		Pts
Burglar 1 (p. B89)	[	6]
Description: Gives a bonus of +1 per level to the following Skills: Acrobatics,	Ī	_
Electronics Operation (Security), Filch, Lockpicking, Stealth, Traps. +1 to Reaction		
from Thieves		

DISADVANTAGES	
Name	Pts
Greed (12 or less, *1) {p. B137}	[ -15]
Stuttering {p. B157}	[ -10]

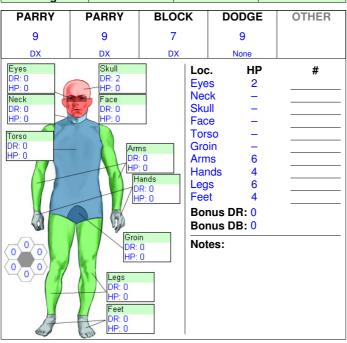
QUIRKS		
Name		Pts
Devout Catholic {p. B163} Usernotes: Orthodox	[	-1]
Knuckle Cracker (p. B163)	[	-1]
Sensitive about Appearance (Hairstyle) (p. B163)	[	-1]
Speed Freak {p. B163} Usernotes: I like to go fast	[	-1]
Talks to himself (In Italian) {p. B163}	[	-1]

01/11.0			
SKILLS			_
Name	Level	Relative	Pts
Acrobatics {p. B174}	11*	DX-1	[ 1]
Armoury/TL8 (Heavy Weapons)	11	IQ-1	[ 1]
{p. B178}			
Armoury/TL8 (Small Arms) {p. B178}	11	IQ-1	[ 1]
Driving/TL8 (Automobile) {p. B188}	11	DX-1	[ 1]
Driving/TL8 (Heavy Wheeled) {p. B188}	11	DX-1	[ 1]
Electrician/TL8 {p. B189}	11	IQ-1	[ 1]
Electronics Operation/TL8 (Security)	12*	IQ+0	[ 1]
{p. B189}			
Electronics Repair/TL8 (Security)	11	IQ-1	[ 1]
{p. B190}			-
Explosives/TL8 (Demolition) {p. B194}	11	IQ-1	[ 1]
Filch {p. B195}	12*	DX+0	[ 1]
Forced Entry (p. B196)	12	DX+0	[ 1]
Gambling (p. B197)	11	IQ-1	[ 1]
Holdout {p. B200}	11	IQ-1	[ 1]
Intimidation {p. B202}	11	Will-1	[ 1]
Lockpicking/TL8 {p. B206}	12*	IQ+0	[ 1]
Merchant (p. B209)	11	IQ-1	[ 1]
Observation (p. B211)	11	Per-1	[ 1]
Pickpocket {p. B213}	10	DX-2	[ 1]
Savoir-Faire (Mafia) {p. B218}	12	IQ+0	[ 1]
Stealth (p. B222)	12*	DX+0	[ 1]
Streetwise {p. B223}	11	IQ-1	1
Traps/TL8 {p. B226}	12*	IQ+0	[ 1]
Urban Survival (p. B228)	11	Per-1	1
* +1 from 'Burglar'			

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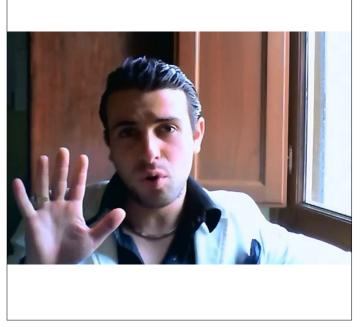
MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	12	_	1d-3 cr	С	_	_	_	
Skill used: DX								
Kick	10	_	1d-2 cr	C,1	_	_	_	
Skill used: DX-2								
Punch	12	9	1d-3 cr	С	_	_	_	
Skill used: DX								

SLAM TABLE					
Mvmt.	1–2	3–5	6–7		
Dmg.	1d-3	1d-2	1d-1		



ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	20 lb	40 lb	60 lb	120 lb	200 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
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
	<del>_</del>	-1	-2	-3	-4
Dodge	9	8	7	6	5

SCRATCH PAD				



CAMPAIGN LOG					
Dointo: (loggod) 0	+ (other) 0	= (total) 0			
Points: (logged) 0	+ (other) 0	= (i0iai) <del>0</del>			
Initial Character Creation					
Character created usin	g GURPS Character	Assistant 4			
12.10.2013: 0 pts					

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	100]
Advantages, Perks [	7]
Disadvantages, Quirks [	-30]
Skills, Techniques [	23]
Total Points Spent:	100
Unspent Points:	0

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