

# GURPS

## CHARACTER SHEET

Name: **Wuzz**  
 Race: **Leprechaun**  
 Appearance:

Player: **Daniel Jakob**  
 Ht: **0.50m** Wt: **100 lbs** Age: **?**

Spent: **274**  
 Unspent: **-24**

<b>ST</b> 6* [ 0]	<b>HP</b> 4‡ [ 0]	<b>Basic Speed</b> 6,5 [ 5]
<b>DX</b> 14† [ 40]	<b>Will</b> 15 [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 15 [ 100]	<b>Per</b> 12 [ -15]	<b>BL</b> 7.2 lb (ST×ST)/5
<b>HT</b> 11 [ 10]	<b>FP</b> 14 [ 9]	<b>Thr</b> 1d-4 <b>Sw</b> 1d-3
<b>TL</b> 3 [ 0]	<b>SM</b> -4§	

\* Includes: -4 from 'Racial ST Penalty'  
 † Includes: +2 from 'Leprechaun (Dungeon Fantasy)'  
 ‡ Includes: -2 from 'Leprechaun (Dungeon Fantasy)'  
 § Includes: -4 from 'Leprechaun (Dungeon Fantasy)'

<b>Vision</b> 12	<b>Fright Check</b> 15	<b>High Jump</b> 2.17 ft
<b>Hearing</b> 12	<b>Consciousness</b> 11	<b>Money</b> 0*
<b>Touch</b> 12	<b>Death Check</b> 11	
<b>Taste/Smell</b> 12	<b>Broad Jump</b> 3 yd	

\* Includes: +500 from 'Money'

### ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	7.2 lb	14.4 lb	21.6 lb	43.2 lb	72 lb
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	14 lb	58 lb	86.4 lb	108 lb	360 lb

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

### REACTION MODIFIERS

Appearance: +0  
 Status: +0  
 Other: +0\*

\* Conditional: -1 from 'Stubbornness', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known

### CULTURAL FAMILIARITIES

Name	Pts
Human	[ 1 ]
Leprechaun (Native)	[ 0 ]

### LANGUAGES

Name	Spoken	Written	Pts
Common	Broken	Semi-Lit.	[ 2 ]
Leprechaun (Native)	Native	Native	[ 0 ]

### TEMPLATES AND META-TRAITS

Name	Pts
Leprechaun (Dungeon Fantasy) {p. DF3:9}	[ 20 ]
Description: Leprechauns have rosy cheeks, bright eyes, and rotten dispositions.	
Racial ST Penalty -4 (Size, +0%)	[ -40 ]
Leprechaun Charm (1) {p. DF3:9}	[ 1 ]
Leprechaun Charm (2) {p. DF3:9}	[ 1 ]
Leprechaun Charm (3) {p. DF3:9}	[ 1 ]
Magery 0 {p. B66}	[ 5 ]
Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.	
Luck (Ridiculous) {p. B66}	[ 60 ]
Leprechaun Reduced Consumption {p. B80}	[ 6 ]
Faerie Dependency (Mana; Very Common; Constantly, *5) {p. B130}	[ -25 ]
Bad Temper (12 or less, *1) {p. B124}	[ -10 ]
Sense of Duty (Nature) {p. B153}	[ -15 ]
Wizard (Dungeon Fantasy) {p. DF1:13}	[ 0 ]
Description: Your knowledge of magic is deeper than that of the cleric or druid. The party needs your mighty wizardry.	



### ADVANTAGES

Name	Pts
Extra Magery 3 {p. B66}	[ 30 ]
Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	
Magery 3 {p. B66}	[ 30 ]
Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	

### DISADVANTAGES

Name	Pts
Curious (12 or less, *1) {p. B129}	[ -5 ]
Oblivious {p. B146}	[ -5 ]
Obsession (To become the world's most powerful Damage Dealer; 12 or less, *1) {p. B146}	[ -10 ]
Pyromania (12 or less, *1) {p. B150}	[ -5 ]
Sense of Duty (Adventuring companions) {p. B153}	[ -5 ]
Stubbornness {p. B157}	[ -5 ]

### QUIRKS

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 ]
Unused Quirk 5 {p. B163}	[ -1 ]

### SKILLS

Name	Level	Relative	Pts
Alchemy/TL3 {p. 174, M210}	15	IQ+0	[ 8 ]
Body Sense {p. B181}	12	DX-2	[ 1 ]
Brawling {p. B182}	14	DX+0	[ 1 ]
Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 10			
Cartography/TL3 {p. B183}	14	IQ-1	[ 1 ]
Climbing {p. B183}	13	DX-1	[ 1 ]
Diplomacy {p. B187}	12*	IQ-3	[ 1 ]
First Aid/TL3 (Leprechaun) {p. B195}	15	IQ+0	[ 1 ]
Gesture {p. B198}	15	IQ+0	[ 1 ]

SKILLS (continued)			
Name	Level	Relative	Pts
Hazardous Materials/TL3 (Magical) {p. B199}	14	IQ-1	[ 1 ]
Hidden Lore (Magical Writings Lore) {p. B199}	15	IQ+0	[ 2 ]
Hiking {p. B20}	10	HT-1	[ 1 ]
Innate Attack (Projectile) {p. B201}	16	DX+2	[ 4 ]
Parry: 11			
Meditation {p. B207}	14	Will-1	[ 2 ]
Occultism {p. B212}	15	IQ+0	[ 2 ]
Physiology/TL3 (Gnurpf) {p. B213}	13	IQ-2	[ 1 ]
Research/TL3 {p. B217}	14	IQ-1	[ 1 ]
Riding (Equines) {p. B217}	13	DX-1	[ 1 ]
Scrounging {p. B218}	12	Per+0	[ 1 ]
Speed-Reading {p. B222}	14	IQ-1	[ 1 ]
Staff {p. B208}	16	DX+2	[ 8 ]
Parry: 13			
Stealth {p. B222}	13	DX-1	[ 1 ]
Strategy (Land) {p. B222}	13	IQ-2	[ 1 ]
Teaching {p. B224}	14	IQ-1	[ 1 ]
Thaumatology {p. B225}	18†	IQ+3	[ 1 ]
Wrestling {p. B228}	13	DX-1	[ 1 ]
Parry: 9			
Writing {p. B228}	14	IQ-1	[ 1 ]
* Includes: -1 from 'Oblivious'			
† Includes: +3 from 'Magery', +3 from 'Extra Magery'			

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	14	10	1d-5 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	14	-	1d-5 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	12	-	1d-4 cr	C,1	-	-	
Deathtouch <i>Skill used: DX</i>	14	-	~1d spcl	C	-	-	~1-3en
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Little Green (Fine, Silver, Poweritem (8 FP)): staff swing <i>Skill used: Staff</i>	16	13	1d-5 cr	C	2†	4	
Little Green (Fine, Silver, Poweritem (8 FP)): staff thrust <i>Skill used: Staff</i>	16	13	1d-6 cr	C	2†	4	
Little Green (Fine, Silver, Poweritem (8 FP)): sword swing <i>Skill used: DX-5</i>	9	7	1d-5 cr	C	3†	4	
Little Green (Fine, Silver, Poweritem (8 FP)): sword thrust <i>Skill used: DX-5</i>	9	7	1d-7 cr	C	3†	4	
Name	Skill	Parry	Damage	Reach	ST	LC	Notes

**ATTACKS TABLES COLUMN NOTES**

**ST "†"**: The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

**RANGED ATTACKS**

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Concussion <i>Skill used: Innate Attack (Projectile)</i>	16	~1d cr	1	20 yd / 40 yd	-	-	-	-	-	-	~2-6en
Explosive Lightning <i>Skill used: Innate Attack (Projectile)</i>	16	~1d-1 burn ex	3	50 yd / 100 yd	-	-	-	-	-	-	~2-6en
Lightning <i>Skill used: Innate Attack (Projectile)</i>	16	~1d-1 burn	3	50 yd / 100 yd	-	-	-	-	-	-	~1-3en
Throw Spell <i>Skill used: Innate Attack (Projectile)</i>	16	spcl.	-	80 yd	-	-	-	-	-	-	~1-3en

PARRY	PARRY	BLOCK	DODGE	OTHER
13	10	8	9	
Staff	DX	DX	None	

  

Loc.	HP	#
Eyes	1	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	3	
Hands	2	
Legs	3	
Feet	2	

**Bonus DR: 0**  
**Bonus DB: 0**

**Notes:**

**FP**      **0 FP**

14	13	12	11	10	0	-1	-2	-3	-4
9	8	7	6	5	-5	-6	-7	-8	-9
4	3	2	1		-10	-11	-12	-13	

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.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-		Vitals*	-3
11	Groin	-3		Eye*	-9
12	Left Arm	-2			

\* Only targetable by impaling, piercing, and tight-beam burning attacks  
 See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

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.

SLAM TABLE	
1-6	7
1d-3	1d-2

**NOTES**

Leprechaun Charm 1: Infravision  
 Leprechaun Charm 2: Iron Arm  
 Leprechaun Charm 3: Invisibility

SPELL GRIMOIRE									
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Body of Air	19 [1]	0	Regular/R-HT	5 sec.	1 min.	4/1	Ai	3	M24
Concussion	19 [1]	0	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	5	M26
Create Air	19 [1]	0	Area	1 sec.	5 sec.#	1	Ai	1	M23, B243
Explosive Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7	M196
Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6	M196, B244
Purify Air	19 [1]	0	Area	1 sec.	Instant	1	Ai	—	M23, B243
Shape Air	19 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2	M24, B243
Walk on Air	19 [1]	0	Regular	1 sec.	1 min.	3/2	Ai	3	M25, B243
<b>Body Control</b>	<b>Skill</b>	<b>Magery</b>	<b>Class</b>	<b>Time</b>	<b>Duration</b>	<b>Casting Cost</b>	<b>College</b>	<b>Prereq</b>	<b>Page</b>
Clumsiness	19 [1]	0	Regular/R-HT	1 sec.	1 min.	1 to 5/H	BC	2	M36, B244
Deathtouch	19 [1]	2	Melee	1 sec.	Instant	1 to 3	BC	7	M41, B245
Grace	19 [1]	0	Regular	1 sec.	1 min.	4 per DX+/S	BC	3	M37
Itch	19 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	—	M35, B244
Might	19 [1]	1	Regular	1 sec.	1 min.	2 per ST+/S	BC	1	M37
Paralyze Limb	19 [1]	1	Melee/R-HT	1 sec.	1 min.	3	BC	5	M40, B244
Spasm	19 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1	M35, B244
Wither Limb	19 [1]	2	Melee/R-HT	1 sec.	Perm.	5	BC	6	M40, B244
<b>Healing</b>	<b>Skill</b>	<b>Magery</b>	<b>Class</b>	<b>Time</b>	<b>Duration</b>	<b>Casting Cost</b>	<b>College</b>	<b>Prereq</b>	<b>Page</b>
Lend Energy	19 [1]	1	Regular	1 sec.	Perm.	Varies	He	—	M89, B248
Recover Energy	19 [1]	1	Special	Special	Special	none	He	1	M89, B248
<b>Light &amp; Darkness</b>	<b>Skill</b>	<b>Magery</b>	<b>Class</b>	<b>Time</b>	<b>Duration</b>	<b>Casting Cost</b>	<b>College</b>	<b>Prereq</b>	<b>Page</b>
Infravision (Leprechaun Charm)	19 [1]	0	Regular	1 sec.	1 min.	3/1	LD	1	M111
Invisibility (Leprechaun Charm)	19 [1]	0	Regular	3 sec.	1 min.	5/3	LD	6	M114, F170
<b>Meta-Spells</b>	<b>Skill</b>	<b>Magery</b>	<b>Class</b>	<b>Time</b>	<b>Duration</b>	<b>Casting Cost</b>	<b>College</b>	<b>Prereq</b>	<b>Page</b>
Catch Spell	18 [1]	2	Blocking	1 sec.	Instant	3	MS	4	M123
Delay	19 [1]	3	Regular	10 sec.	2 hrs.	3/3	MS	15	M130
Hang Spell	18 [1]	3	Special	10 sec.	1 hr.	Varies	MS	16	M128
Throw Spell	18 [1]	3	Missile/Special	1 sec.	Indef.#	3	MS	16	M128
<b>Movement</b>	<b>Skill</b>	<b>Magery</b>	<b>Class</b>	<b>Time</b>	<b>Duration</b>	<b>Casting Cost</b>	<b>College</b>	<b>Prereq</b>	<b>Page</b>
Apportation	19 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Mo	—	M142, B251
Deflect Missile	19 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B251
Grease	19 [1]	0	Area	1 sec.	10 min.	3/S	Mo	1	M142
Great Haste	18 [1]	1	Regular	3 sec.	10 sec.	5#	Mo	1	M146, B251
Haste	19 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Mo	—	M142, B251
Lockmaster	19 [1]	2	Regular/R-Magelock	10 sec.	Perm.	3	Mo	1	M144, B251
<b>Protection &amp; Warning</b>	<b>Skill</b>	<b>Magery</b>	<b>Class</b>	<b>Time</b>	<b>Duration</b>	<b>Casting Cost</b>	<b>College</b>	<b>Prereq</b>	<b>Page</b>
Catch Missile	19 [1]	1	Blocking	1 sec.	Instant	2	PW	2	M168
Deflect Missile	19 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B251
Iron Arm (Leprechaun Charm)	19 [1]	2	Blocking	1 sec.	Instant	1	PW	4	M169
Return Missile	19 [1]	1	Blocking	1 sec.	Instant	2	PW	3	M168
<b>Sound</b>	<b>Skill</b>	<b>Magery</b>	<b>Class</b>	<b>Time</b>	<b>Duration</b>	<b>Casting Cost</b>	<b>College</b>	<b>Prereq</b>	<b>Page</b>
Concussion	19 [1]	0	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	5	M26
Sound	19 [1]	0	Regular	1 sec.	Varies	Varies	So	—	M171, F172
Thunderclap	19 [1]	0	Regular	1 sec.	Instant	2	So	1	M171
<b>Weather</b>	<b>Skill</b>	<b>Magery</b>	<b>Class</b>	<b>Time</b>	<b>Duration</b>	<b>Casting Cost</b>	<b>College</b>	<b>Prereq</b>	<b>Page</b>
Explosive Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7	M196
Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6	M196, B244

<b>LOAD-OUTS</b>			
Qty	<b>« Combat »</b>	Cost	Weight
1	<b>Armor</b> Contents - Cost: 80, Weight: 2.4 oz Description: Parent Item	80	2.4 oz
1	<b>Boots (Dungeon Fantasy: SM -4 Faerie, *1)</b> Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	2.4 oz
1	<b>Belt</b> Contents - Cost: 1100, Weight: 8 oz Description: Parent Item	1100	8 oz
1	<b>Little Green (Fine, Silver, Poweritem (8 FP)) (Silver, *3; Increased Cost (+980), +980; Fine, +300%; Dungeon Fantasy: SM -4 Faerie, *1)</b> Description: TL:0 LC:4, [Mode:staff swing Dam:sw+2 or Reach:1.2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:staff thrust Dam:thr+2 or Reach:1.2 Parry:+2 ST:7† Skill:Staff Notes: Requires two hands.], [Mode:sword swing Dam:sw+2 or Reach:1.2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:sword thrust Dam:thr+1 or Reach:2 Parry:0 ST:9† Skill:Two-Handed Sword Notes: Requires two hands.]	1100	8 oz
1	<b>Ordinary Clothes (Dungeon Fantasy: SM -4 Faerie, *1)</b> Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	0	1.6 oz
<b>Totals:</b>		<b>1180</b>	<b>12 oz</b>
Qty	<b>Rucksack</b>	Cost	Weight
1	<b>Backpack, Small (Dungeon Fantasy: SM -4 Faerie, *1)</b> Per Unit - Cost: 60, Weight: 2.4 oz Contents - Cost: 260, Weight: 2.2 lb Description: TL:1 Notes: Holds 40 lbs. of gear.	320	2.35 lb
1	<b>Scribe's Kit</b> Description: TL:3 Notes: Quills, inkbottles, penknife, paper.	50	2 lb
1	<b>Purse</b> Per Unit - Cost: 10 Contents - Cost: 200, Weight: 3.2 oz Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	210	3.2 oz
10	<b>Copper Farthing</b> Per Unit - Cost: 1, Weight: 2.56 dr	10	1.6 oz
1	<b>Gold Mark</b>	100	2.56 dr
0	<b>Platinum Franc</b>	0	-
9	<b>Silver Penny</b> Per Unit - Cost: 10, Weight: 2.56 dr	90	1.44 oz
<b>Totals:</b>		<b>320</b>	<b>2.35 lb</b>

<b>POINTS SUMMARY</b>		Pts
Basic Attributes, Secondary Characteristics	150	
Advantages, Perks	83	
Disadvantages, Quirks	-40	
Skills, Techniques	46	
Spells	35	
<b>Total Points Spent:</b>		<b>274</b>
<b>Unspent Points:</b>		<b>-24</b>

<b>CAMPAIGN LOG</b>		
<b>Points:</b> (logged) 0	+ (other) 0	= (total) 0
<b>Initial Character Creation</b>		
Character created using GURPS Character Assistant 4		
20.10.2011: 0 pts		

<b>SCRATCH PAD</b>	