

GURPS

CHARACTER SHEET

Name: Stone Cold
Race: Gargoyle
Appearance: Ausfüllen

Player: Gil Bertoli
Ht: 1.90m Wt: 240lbs Age: 277
Spent: 297
Unspent: -2

ST 20* [40]	HP 22§ [0]	Basic Speed 6¶ [-15]
DX 14 [80]	Will 9 [0]	Basic Move 6 [0]
IQ 9† [0]	Per 9 [0]	BL 80 lb (ST×ST)/5
HT 14‡ [30]	FP 14 [0]	Thr 2d-1 Sw 3d+2
TL 3 [0]		SM +0

* Includes: +4 from 'Extra ST', +1 from 'Extra ST (From Dwarven Armor of Domination)', +1 from 'Extra ST (Enchantment on Dwarven Armor of Domination)'
† Includes: -1 from 'Gargoyle (Dungeon Fantasy)'
‡ Includes: +1 from 'Gargoyle (Dungeon Fantasy)'
§ Includes: +2 from 'Gargoyle (Dungeon Fantasy)'
¶ Includes: -0.25 from 'Gargoyle (Dungeon Fantasy)'

Vision 9	Fright Check 11*	High Jump 2.17 ft
Hearing 9	Consciousness 14	Money -37182†
Touch 9	Death Check 14	
Taste/Smell 9	Broad Jump 3 yd	

* Includes: +2 from 'Combat Reflexes' † Includes: +2500 from 'Money'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	80 lb	160 lb	240 lb	480 lb	800 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
Air	12 yd	9 yd	7 yd	4 yd	2 yd
Dodge	10	9	8	7	6

LIFTING FEATS					
Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	160 lb	640 lb	960 lb	1200 lb	2 tn

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

TEMPLATES AND META-TRAITS	
Name	Pts
Gargoyle (Dungeon Fantasy) {p. DF3:9}	[25]
Features: Torso armor isn't interchangeable with human torso armor. Description: A gargoyle resembles nothing so much as an ugly stone man with wings.	
Stony {p. DF3:9}	[1]
Claws (Blunt Claws) {p. B42}	[3]
Gargoyle Flight (Winged, -25%) {p. B56}	[30]
Gargoyle Damage Resistance 2 {p. B46}	[10]
Night Vision 5 {p. B71}	[5]
Striker (Gargoyle Tail; Impaling; Clumsy (-2), -40%) {p. B88}	[5]
Appearance (Ugly) {p. B21}	[-8]
Gluttony (12 or less, *1) {p. B137}	[-5]
Odious Racial Habit (Dirty) {p. B22}	[-5]
Knight (Dungeon Fantasy) {p. DF1:8}	[0]
Description: Officially, you might not be a knight, but you're more dedicated than some fop living in a castle.	

REACTION MODIFIERS	
Appearance: -2*	* Includes: -2 from 'Appearance'
Status: +0	
Other: +0†	† Conditional: +2 from 'Born War-Leader', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), -1 from 'Odious Racial Habit (Dirty)' when people notice your problem

CULTURAL FAMILIARITIES	
Native	Pts
Gargoyle (Native) {p. B23}	[0]
Non-native	Pts
Human {p. B23}	[1]



LANGUAGES			
Native	Spoken	Written	Pts
Gargoyle (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Broken	Broken	[2]

ADVANTAGES	
Name	Pts
Born War-Leader 2 {p. B89, BS184}	[10]
Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	
Combat Reflexes {p. B43}	[15]
Extra ST 4 (Affects displayed ST score, +0%)	[40]
Extra ST 1 (Enchantment on Dwarven Armor of Domination; _Free, *0; Affects displayed ST score, +0%)	[0]
Extra ST 1 (From Dwarven Armor of Domination; _Free, *0; Affects displayed ST score, +0%)	[0]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 12 (Will+3)	
Weapon Master (Two-handed Sword; one specific weapon) {p. B99}	[20]

DISADVANTAGES	
Name	Pts
Bad Temper (12 or less, *1) {p. B124}	[-10]
Bloodlust (12 or less, *1) {p. B125}	[-10]
Compulsive Carousing (12 or less, *1) {p. B128}	[-5]
Overconfidence (12 or less, *1) {p. B148}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]

QUIRKS	
Name	Pts
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
When standing still, birds land and shit on him {p. B163}	[-1]
You're it! {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Brawling {p. B182} 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: 11	15	DX+1	[2]
Climbing {p. B183}	13*	DX-1	[1]
Fast-Draw (Two-Handed Sword) {p. B194}	15†	DX+1	[1]
Forced Entry {p. B196}	14	DX+0	[1]
Knife {p. B208} Parry: 10	14	DX+0	[1]
Riding (Equines) {p. B217}	13	DX-1	[1]
Shield (Shield) {p. B220} Block: 12	16	DX+2	[4]
Stealth {p. B222}	13	DX-1	[1]
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[4]
Two-Handed Sword {p. B209} Parry: 15	23	DX+9	[36]
Wrestling {p. B228} Parry: 11	14	DX+0	[2]
HT based	Level	Relative	Pts
Carousing {p. B183}	14	HT+0	[1]
Hiking {p. B20}	13	HT-1	[1]
IQ based	Level	Relative	Pts
Armoury/TL3 (Melee Weapons) {p. B178}	10	IQ+1	[4]
Connoisseur (Weapons) {p. B185}	10	IQ+1	[4]
First Aid/TL3 (Gargoyle) {p. B195}	9	IQ+0	[1]
Gesture {p. B198}	9	IQ+0	[1]
Heraldry {p. B199}	8	IQ-1	[1]
Leadership {p. B204}	10‡	IQ+1	[1]
Strategy (Land) {p. B222}	10‡	IQ+1	[2]
Tactics {p. B224}	10‡	IQ+1	[2]
Per based	Level	Relative	Pts
Observation {p. B211}	8	Per-1	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	8	Will-1	[1]
* Conditional: +4 from 'Gargoyle Flight' when body lightning would help	† Includes: +1 from 'Combat Reflexes'	‡ Includes: +2 from 'Born War-Leader'	

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	2d cr	C	-	-	
Brawling: Bite	15	-	2d-2 cr	C	-	-	
Brawling: Kick	13	-	2d+1 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Katana: one-handed swing	19	13	3d+9 cut	1,2	11	4	
Katana: one-handed thrust	19	13	2d+4 imp	1	11	4	
Katana: two-handed swing	23	15	3d+10 cut	1,2	10†	4	
Katana: two-handed thrust	23	15	2d+4 imp	1	10†	4	
Katana (Very Fine, Accurate): one-handed swing	20	13	3d+11 cut	1,2	11	4	
Katana (Very Fine, Accurate): one-handed thrust	20	13	2d+6 imp	1	11	4	
Katana (Very Fine, Accurate): two-handed swing	24	15	3d+12 cut	1,2	10†	4	
Katana (Very Fine, Accurate): two-handed thrust	24	15	2d+6 imp	1	10†	4	
Throwing Axe	9	8U	3d+4 cut	1	11	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Throwing Axe	16	3d+4 cut	2	20 yd / 30 yd	1	T(1)	11	-3	-	4	

ATTACKS TABLES COLUMN NOTES

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).

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.

Shots "T": The weapon is a *thrown weapon*.

SLAM TABLE					
1	2	3-4	5-6	7-11	12-14
1d-3	1d-2	1d-1	1d	2d	3d

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11*	12*	9/10*	
Knife	DX	Shield (Shield)	Light	

Loc.	HP	#
Eyes	3	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	12	
Hands	8	
Legs	12	
Feet	8	

Bonus DR: 2†
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'
† Includes: +2 from 'Gargoyle Damage Resistance'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
22 21 20 19 18	0 -1 -2 -3 -4	22 23 24 25 26	44 45 46 47 48	66 67 68 69 70	88 89 90 91 92
17 16 15 14 13	-5 -6 -7 -8 -9	27 28 29 30 31	49 50 51 52 53	71 72 73 74 75	93 94 95 96 97
12 11 10 9 8	-10 -11 -12 -13 -14	32 33 34 35 36	54 55 56 57 58	76 77 78 79 80	98 99 100 101 102
7 6 5 4 3	-15 -16 -17 -18 -19	37 38 39 40 41	59 60 61 62 63	81 82 83 84 85	103 104 105 106 107
2 1	-20 -21	42 43	64 65	86 87	108 109

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.

-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
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.

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.

HUMANOID HIT LOCATION TABLE					
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.

Qty	« Combat »	LOAD-OUTS	Cost	Weight
1	Combat	Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	39050	155.9 lb
1	Ordinary Clothes {p. B266}	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	2 lb
1	Geiler Gnomisher Rückengürtel	Usenotes: Allows to wear 2 Weapons on the Back	21900	13 lb
1	Katana {p. B271, B274}	Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1.2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1.2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	650	5 lb
1	Katana (Very Fine, Accurate) {p. B271, B274}	Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1.2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1.2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	21250	5 lb
1	Belt	Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	60	4.5 lb
1	Throwing Axe {p. B271, B276}	Description: TL:0 LC:4, [Mode:thrown Dam:sw+2 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0J ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	60	4 lb
1	Dungeon Tazzer	Usenotes: Allows the user to shoot up to 3d Lightnings with Skill 15, has 20 FP Power Reserve	0	8 oz
1	Armor	Description: Parent Item	12280	131.4 lb
1	Greathelm (Dwarven) {p. B284}	Description: TL:3 LC:3 DR:7 Locations: skull, face, neck Notes: [4] Helmet gives the wearer the No Peripheral Vision (p. B151) disadvantage while worn. Notes: [4] Location: skull, face, neck	680	12 lb
1	Sollerets (Dwarven) {p. B284}	Description: TL:3 LC:3 DR:4 Locations: feet Location: feet	300	8.4 lb
1	Heavy Steel Corselet (Dwarven) {p. B283}	Description: TL:3 LC:3 DR:7 Locations: torso, groin Location: torso, groin	4600	54 lb
1	Heavy Plate Legs (Dwarven) {p. B283}	Description: TL:3 LC:3 DR:7 Locations: legs Location: legs	3200	30 lb
1	Heavy Plate Arms (Dwarven) {p. B283}	Description: TL:3 LC:3 DR:7 Locations: arms Location: arms	3000	24 lb
1	Heavy Gauntlets (Dwarven) {p. B284}	Description: TL:3 LC:3 DR:5 Locations: hands Location: hands	500	3 lb
1	Potion Belt {p. DF1:25}	Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	4810	5 lb
1	Major Healing Potion (Drinkable) {p. DF1:29}	Description: Heals 2d HP.	350	8 oz
3	Great Healing Potion (Drinkable) {p. DF1:29}	Description: Heals 4d HP.	3000	1.5 lb
4	Major Paut (Drinkable) {p. DF1:29}	Description: Restores 8 FP depleted for magic.	1400	2 lb
		Totals:	39050	155.9 lb

Qty	Rucksack	LOAD-OUTS (continued)	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	Description: Notes: Holds 40 lbs. of gear. Dropping it is a free action. Items liable to break if dropped must check for this (1 on 1d if unsure).	1630	9 lb
1	Pouch {p. B288}	Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	10	—
0	Copper Farthing		0	—
0	Gold Mark		0	—
0	Platinum Franc		0	—
0	Silver Penny		0	—
1	Buch der magischen Jungfrauenflüssigkeit		0	2 lb
6	Minor Healing Potion (Drinkable) {p. DF1:29}	Description: Heals 1d HP.	720	3 lb
1	Strength Potion (Drinkable)		250	8 oz
1	Battle Potion (Drinkable)		350	8 oz
		Totals:	1630	9 lb
Qty	Wagen		Cost	Weight
1	Wagen	Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	2	8 oz
1	Rations {p. B288}	Description: TL:0 Notes: One meal of dried meat, cheese, etc.	2	8 oz
		Totals:	2	8 oz

SCRATCH PAD

NOTES

Schulden bei Chilblane
1545
+1 battle potion 350
+1 strength potion 250

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	140
Advantages, Perks	123
Disadvantages, Quirks	-40
Skills, Techniques	74
Total Points Spent:	297
Unspent Points:	-2

CAMPAIGN LOG

Points: (logged) 45 + (other) 0 = (total) 45

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28.11.2011: 9 pts

CAMPAIGN LOG (continued)
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<enter notes here> <i>28.11.2011: 13 pts</i>
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<enter notes here> <i>28.11.2011: 11 pts</i>
<enter caption here>
<enter notes here> <i>28.11.2011: 12 pts</i>
Initial Character Creation
Character created using GURPS Character Assistant 4 <i>17.10.2011: 0 pts</i>