



CHARACTER SHEET

Name: Toff
Race: Divine Servitor
Appearance: A celestial being of goblin descent. It seems keen to help Bun Evilbreaker

Player: NPC, Ally of Bun Evilbreaker
Ht: 1.55m **Wt:** 55kg **Age:** ?
Spent: 250
Unspent: 0

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

* Conditional: +1 from 'Blessed (Heroic Feat; ST)'

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

* Conditional: +2 from 'Infravision' when target emits heat

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: +0
Status: +0
Other: +0*

* Conditional: +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known

ADVANTAGES

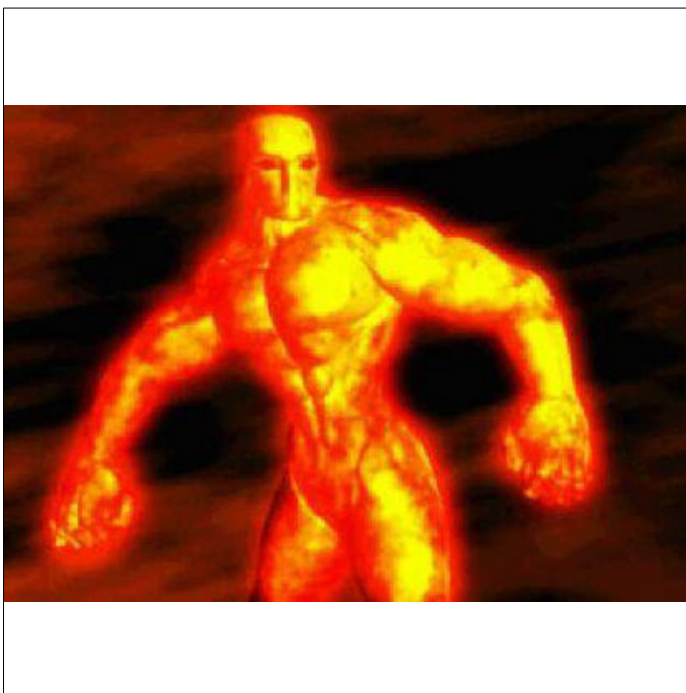
Name	Pts
Alternate Form (Superior Body of Fire, Reduced Time 2) Usernotes: * As per p. B262, but removing Immunity to Metabolic Hazards [-30]; raising the Burning Attack to 4d [16]; and replacing the DR with DR 20 (Limited, Heat/Fire or Ranged Projectiles, -15%) [55]. Takes three seconds to change.	[64]
Blessed (Heroic Feat; ST) {p. B40}	[10]
Burning Attack 3 (Costs Fatigue 1 FP, -5%; Explosive (Damage / 3xYards), +50%) {p. B61}	[22]
Corrosion Attack 1 (Area Effect (2 yd), +50%; Drifting, +20%; Persistent, +40%; Reduced Range (x1/10), -30%) {p. B61}	[18]
Immunity to Metabolic Hazards {p. B80}	[30]
Infravision {p. B60}	[10]
Roll: 14 (Per+2)	
Luck (Extraordinary; Wishing (Others Only), +0%) {p. B66}	[30]

DISADVANTAGES

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

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			
DX based	Level	Relative	Pts
Innate Attack (Projectile) {p. B201} Parry: 10	14	DX+2	[4]
IQ based	Level	Relative	Pts
Gambling {p. B197}	12	IQ+0	[2]
Hidden Lore (Servitors of Good) {p. B199}	12	IQ+0	[2]
Theology (Gork and Mork) {p. B226}	12	IQ+0	[4]

Name	MELEE ATTACKS			Reach	ST	LC	Notes
	Skill	Parry	Damage				
Bite	12	-	1d-2 cr	C	-	-	
Kick	10	-	1d-1 cr	C,1	-	-	
Punch	12	9	1d-2 cr	C	-	-	

Name	Skill	RANGED ATTACKS		RoF	Shots	ST	Bulk	Rcl	LC	Notes
		Damage	Acc Range							
Burning Attack	14	3d bu ex/3	3	10 yd / 100 yd	1	-	-	1	-	
Corrosion Attack	-	1d cor (2 yd)	3	1 yd / 10 yd	1	-	-	1	-	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
10	9		9	
Innate Attack (Projectile)	DX		None	

Eyes	DR: 0 DB: 0
Skull	DR: 2 DB: 0
Neck	DR: 0 DB: 0
Face	DR: 0 DB: 0
Torso	DR: 0 DB: 0
Arms	DR: 0 DB: 0
Hands	DR: 0 DB: 0
Groin	DR: 0 DB: 0
Legs	DR: 0 DB: 0
Feet	DR: 0 DB: 0

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

Bonus DR: 0
Bonus DB: 0

Notes:

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	Torso	-	-	Jaw	-6
11	Groin	-3	-	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			

* 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 yd	-15	+15	700 yd

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

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
12 11 10 9 8	0 -1 -2 -3 -4	12 13 14 15 16	24 25 26 27 28	36 37 38 39 40	48 49 50 51 52
7 6 5 4 3	-5 -6 -7 -8 -9	17 18 19 20 21	29 30 31 32 33	41 42 43 44 45	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.
-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 10 9 8	0 -1 -2 -3 -4
7 6 5 4 3	-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.
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.

SCRATCH PAD	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	120
Advantages, Perks	184
Disadvantages, Quirks	-66
Skills, Techniques	12
Total Points Spent:	
Unspent Points:	
	250
	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		

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