Name: Mecano
Race: Human
Appearance:

Player: Reto Mägli
Ht: 1.75   **Wt:** 75   **Age:** 37
Spent: 250
Unspent: 0

CHARACTER SHEET

ST	11	[10]	HP	11	[0]	Basic Speed 6	[-10]
DX	15	[100]	Will	13	[0]	Basic Move 8*	[5]
IQ	13	[60]	Per	14	[5]	BL 24 lb (ST×ST)/5	
HT	11	[10]	FP	11	[0]	Thr 1d-1 Sw 1d+1	
TL	3				[0]	SM +0	

* Includes: +1 from 'Extra Basic Move'

Vision	14	Fright Check	15*	High Jump	1.06 yd
Hearing	14	Consciousness	11	Money	0
Touch	14	Death Check	11		
Taste/Smell	14	Broad Jump	4.33 yd		

* Includes: +2 from 'Combat Reflexes'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	8 yd	6 yd	4 yd	3 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
	—	-1	-2	-3	-4
Dodge	10	9	8	7	6

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 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: -1 from 'Callous' when past victim, or has Empathy, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES

Native	Pts
Human (Native) {p. B23}	[0]

Non-native	Pts
Orks {p. B23}	[1]

LANGUAGES

Native	Spoken	Written	Pts
Common (Native) {p. B24}	Native	Native	[0]

| Non-native	Spoken	Written	Pts
Orks {p. B24}	Broken	–	[1]

TEMPLATES AND META-TRAITS

Name	Pts
Thief (Dungeon Fantasy) {p. DF1:12}	[0]

Description: You're a "procurement expert," whatever unflattering terms others may use. You take things that need taking.

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Combat Reflexes {p. B43}	[15]
Extra Basic Move 1 (Affects Move, +0%)	[5]

Description: The Extra Basic Move advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra Basic Move advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.

Name	Pts
Flexibility {p. B56}	[5]
High Manual Dexterity 1 {p. B59}	[5]
Night Vision 5 {p. B71}	[5]
Perfect Balance {p. B74}	[15]

DISADVANTAGES

Name	Pts
Callous {p. B125}	[-5]
Compulsive Lying (12 or less, *1) {p. B128}	[-15]
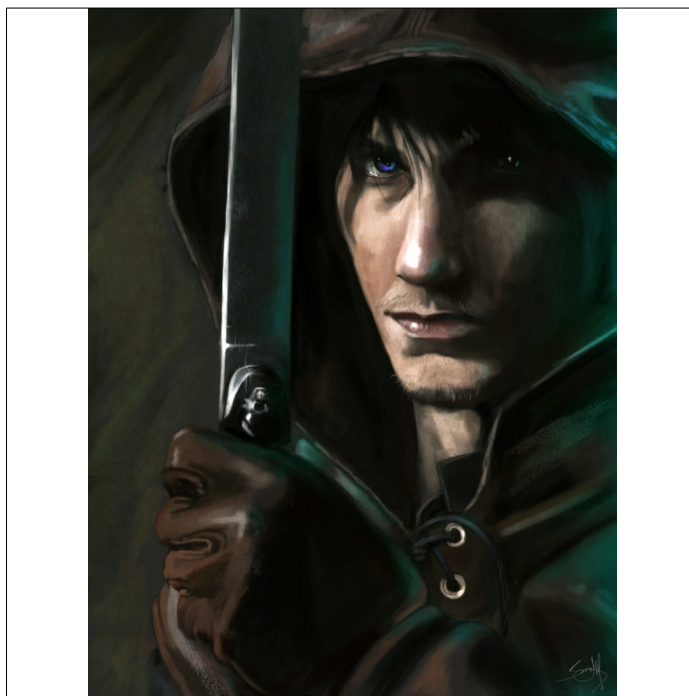
DISADVANTAGES (continued)

Name	Pts
Kleptomania (12 or less, *1) {p. B141}	[-15]
Sense of Duty (Adventuring companions) {p. B153}	[-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]
Trademark {p. B164}	[-1]

SKILLS

DX based

DX based	Level	Relative	Pts
Acrobatics {p. B174}	15*	DX+0	[2]
Brawling {p. B182}	15	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: 11			
Climbing {p. B183}	18†	DX+3	[1]
Escape {p. B192}	16‡	DX+1	[1]
Fast-Draw (Sword) {p. B194}	16§	DX+1	[1]
Filch {p. B195}	15	DX+0	[2]
Forced Entry {p. B196}	15	DX+0	[1]
Pickpocket {p. B213}	14¶	DX-1	[2]
Rapier {p. B208} Parry: 11	15	DX+0	[2]
Riding (Equines) {p. B217}	14	DX-1	[1]
Sleight of Hand {p. B221}	13¶	DX-2	[1]
Stealth {p. B222}	18	DX+3	[12]
Throwing {p. B226}	14	DX-1	[1]
Wrestling {p. B228} Parry: 11	14	DX-1	[1]

HT based	Level	Relative	Pts
Carousing {p. B183}	11	HT+0	[1]
Hiking {p. B20}	10	HT-1	[1]

IQ based	Level	Relative	Pts
Cartography/TL3 {p. B183}	12	IQ-1	[1]
Fast-Talk {p. B195}	12	IQ-1	[1]
First Aid/TL3 (Human) {p. B195}	13**	IQ+0	[1]
Gambling {p. B197}	12	IQ-1	[1]
Gesture {p. B198}	13	IQ+0	[1]
Holdout {p. B200}	13	IQ+0	[2]
Lockpicking/TL3 {p. B206}	14¶	IQ+1	[4]
Poisons/TL3 {p. B214}	11	IQ-2	[1]
Shadowing {p. B219}	13	IQ+0	[2]
Smuggling {p. B221}	13	IQ+0	[2]
Streetwise {p. B223}	13	IQ+0	[2]
Traps/TL3 {p. B226}	14	IQ+1	[4]

Per based	Level	Relative	Pts
Observation {p. B211}	13	Per-1	[1]
Search {p. B219}	14	Per+0	[2]
Urban Survival {p. B228}	14	Per+0	[2]

* Includes: +1 from 'Perfect Balance'
† Includes: +3 from 'Flexibility', +1 from 'Perfect Balance'
‡ Includes: +3 from 'Flexibility'
§ Includes: +1 from 'Combat Reflexes'
¶ Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks
** Conditional: +1 from 'First Aid Kit'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d-2 cr	C	–	–	
Brawling: Bite	15	–	1d-2 cr	C	–	–	
Brawling: Kick	13	–	1d-1 cr	C,1	–	–	

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Rapier	15	11F	1d imp	1,2	9	4	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	9*	9/10*	
Rapier	DX	DX	Light	

Eyes
DR: 0
DB: 0

Skull
DR: 4
DB: 0

Neck
DR: 2*
DB: 0

Face
DR: 2*
DB: 0

Torso
DR: 2*
DB: 0

Arms
DR: 2*
DB: 0

Hands
DR: 0
DB: 0

Groin
DR: 2*
DB: 0

Legs
DR: 2*
DB: 0

Feet
DR: 2*
DB: 0

0 0
0 0
0 0

Loc.	HP	#
Eyes	2	
Neck	–	
Skull	–	
Face	–	
Torso	–	
Groin	–	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

Bonus DR: 0

Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'

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.

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 loss effects

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
11 10 9 8 7	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
6 5 4 3 2	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
1	-10	-21	-32	-43	-54

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.
-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5×HP or less: Immediate death.

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.

FP loss effects

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

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.
-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

SLAM TABLE

1–2	3–4	5–9
1d-3	1d-2	1d-1

LOAD-OUTS

Qty	« Combat »	Cost	Weight
1	Armor	310	21.5 lb

Contents - Cost: 310, Weight: 21.5 lb
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.

Qty		Cost	Weight
1	Boots {p. B284}	80	3 lb

Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing.
Notes: [1]
Location: feet

1	Buff Leather Coat {p. B283}	210	16 lb

Description: TL:4 LC:4 DR:2* Locations: body, limbs
Location: body, limbs

1	Leather Helm {p. B284}	20	8 oz

Description: TL:1 LC:4 DR:2 Locations: skull, face
Location: skull, face

1	Ordinary Clothes {p. B266}	0	2 lb

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.

1	Fussgelenke	0	–

Description: Parent

1	Handgelenke	0	–

Description: Parent

1	Hände	500	2.75 lb

Contents - Cost: 500, Weight: 2.75 lb
Description: Parent

1	Rapier {p. B273}	500	2.75 lb

Description: TL:4 LC:4, Dam:thr+1 imp Reach:1,2 Parry:0F ST:9 Skill:Rapier

1	Hüften	0	–

Description: Parent

		Cost	Weight
	Totals:	810	24.25 lb

SCRATCH PAD

CAMPAIGN LOG

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

Initial Character Creation

Character created using GURPS Character Assistant 4

16.01.2012: 0 pts

POINTS SUMMARY

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[180]
Advantages, Perks	[57]
Disadvantages, Quirks	[-45]
Skills, Techniques	[58]
Total Points Spent	**250**
Unspent Points:	0