

# GURPS

## CHARACTER SHEET

**Name:** Smetterling  
**Race:** Human  
**Appearance:** A celestial being of human-female descent. It seems keen to help Klaad

**Player:** NPC, Ally of Klaad  
**Ht:** 1.63m **Wt:** 100 lbs **Age:** ?

**Spent:** 250  
**Unspent:** 0

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

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

<b>Vision</b> 12	<b>Fright Check</b> 14*	<b>High Jump</b> 2.17 ft
<b>Hearing</b> 12	<b>Consciousness</b> 12	<b>Money</b> 0
<b>Touch</b> 12	<b>Death Check</b> 12	
<b>Taste/Smell</b> 12	<b>Broad Jump</b> 3 yd	

\* Includes: +2 from 'Combat Reflexes'

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
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	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
Blessed (Heroic Feat; ST) {p. B40}	[ 10]
Combat Reflexes {p. B43}	[ 15]
Corrosion Attack 1 (Area Effect (2 yd), +50%; Drifting, +20%; Persistent, +40%; Reduced Range (x1/10), -30%) {p. B61}	[ 18]
Damage Resistance 2 {p. B46}	[ 10]
Flight (Winged, -25%) {p. B56}	[ 30]
High Pain Threshold {p. B59}	[ 10]
Roll to ignore pain: 15 (Will+3)	
Illusion (Extended: Smell/Taste, Touch (+40), +40%; Ranged, +40%; Reduced Range (x1/10), -30%) {p. P95}	[ 38]
Immunity to Metabolic Hazards {p. B80}	[ 30]
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]
Vulnerability (Crushing x2; Common) {p. B161}	[ -30]
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
Brawling {p. B182}	14	DX+2	[ 4]

Parry: 11



SKILLS (continued)			
DX based	Level	Relative	Pts
Broadsword {p. B208}	13	DX+1	[ 4]
Parry: 10			
Fast-Draw (Something) {p. B194}	13*	DX+1	[ 1]
Shield (Shield) {p. B220}	14	DX+2	[ 4]
Block: 11			
IQ based	Level	Relative	Pts
Artist (Illusion) {p. B179}	14	IQ+2	[ 12]
Gambling {p. B197}	12	IQ+0	[ 2]
Hidden Lore (Servitors of Cyric) {p. B199}	12	IQ+0	[ 2]
Tactics {p. B224}	11	IQ-1	[ 2]
Theology (Cyric) {p. B226}	12	IQ+0	[ 4]

\* Includes: +1 from 'Combat Reflexes'

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <small>Skill used: Brawling</small>	14	11	1d-1 cr	C	-	-	
Brawling: Bite <small>Skill used: Brawling</small>	14	-	1d-1 cr	C	-	-	
Brawling: Kick <small>Skill used: Brawling-2</small>	12	-	1d cr	C,1	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Corrosion Attack <small>Skill used: Will</small>	12	1d cor (2 yd)	3	1 yd / 10 yd	1	-	-	-	1	-	
Illusion <small>Skill used: Will</small>	12	spcl. (2 yd)	3	1 yd / 10 yd	1	-	-	-	1	-	

SLAM TABLE				
1-2 1d-3	3-4 1d-2	5-8 1d-1	9-12 1d	13-14 2d

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	11*	10*	
<small>Broadsword</small>	<small>DX</small>	<small>Shield (Shield)</small>	<small>None</small>	

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

**Bonus DR: 2†**  
**Bonus DB: 0**

**Notes:**

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

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

<b>POINTS SUMMARY</b>	<b>Pts</b>
Basic Attributes, Secondary Characteristics	120
Advantages, Perks	191
Disadvantages, Quirks	-96
Skills, Techniques	35
<b>Total Points Spent:</b>	<b>250</b>
<b>Unspent Points:</b>	<b>0</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		
15.08.2011: 0 pts		

<b>DESCRIPTION</b>
This celestial being has the following elements: Good, Life and Earth