GURPS
CHARACTER SHEET

Name: Kauz
Race: Gnome
Appearance:

Player: Stefan Leuenberger
Ht: 1.50m **Wt:** 115lbs **Age:** 27

Spent: 277
Unspent: -27

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

* Includes: +1 from 'Extra Perception' | † Includes: +3 from 'Gnome (Dungeon Fantasy)' | ‡ Includes: -1 from 'Gnome (Dungeon Fantasy)'

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

* Includes: +2 from 'Combat Reflexes' | † Includes: +1500 from 'Money'

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	6 yd	4 yd	3 yd	2 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 | ‡ 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
Gnome (Dungeon Fantasy) {p. DF3:10}	[20]
Description: Gnomes are diminutive craftsmen who are equally at home in rolling hill country and underground.	
Widget Worker 2 {p. DF3:10}	[10]
Description: Armoury (Missile Weapons), Forced Entry, Lockpicking, Scrounging, Traps	
Night Vision 5 {p. B71}	[5]
Resistant to Poison (+3 to resist) {p. B81}	[5]
Honest Face {p. B100}	[1]
Curious (12 or less, *1) {p. B129}	[-5]
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.	

REACTION MODIFIERS

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

* Conditional: +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Widget Worker', +1 from 'Merchant' when buying or selling

CULTURAL FAMILIARITIES

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

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

LANGUAGES

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

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

ADVANTAGES

Name	Pts
Ambidexterity {p. B39}	[5]
Combat Reflexes {p. B43}	[15]

ADVANTAGES (continued)

Name	Pts
Extra Perception 1 (Affects displayed Per score, +0%)	[5]
Description: The Extra Perception 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 Perception advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	
Flexibility {p. B56}	[5]
Gizmo 1 {p. B58}	[5]
High Manual Dexterity 1 {p. B59}	[5]
Perfect Balance {p. B74}	[15]

DISADVANTAGES

Name	Pts
Code of Honor (Pirate's) {p. B127}	[-5]
Greed (12 or less, *1) {p. B137}	[-15]
Lecherousness (12 or less, *1) {p. B142}	[-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]
_Unused Quirk 5 {p. B163}	[-1]

SKILLS

DX based	Level	Relative	Pts
Acrobatics {p. B174}	14*	DX-1	[1]
Bow {p. B182}	14	DX-1	[1]
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 (Arrow) {p. B194}	16§	DX+1	[1]
Filch {p. B195}	15	DX+0	[2]
Forced Entry {p. B196}	17¶	DX+2	[1]
Pickpocket {p. B213}	14**	DX-1	[2]
Riding (Equines) {p. B217}	14	DX-1	[1]
Saber {p. B208} Parry: 11	14	DX-1	[1]
Shield (Buckler) {p. B220} Block: 11	15	DX+0	[1]
Sleight of Hand {p. B221}	13**	DX-2	[1]
Stealth {p. B222}	18	DX+3	[12]
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]
Connoisseur (Literature) {p. B185}	12	IQ-1	[1]
Disguise/TL3 (Human) {p. B187}	12	IQ-1	[1]
Fast-Talk {p. B195}	12	IQ-1	[1]
First Aid/TL3 (Gnome) {p. B195}	13	IQ+0	[1]
Forgery/TL3 {p. B196}	11	IQ-2	[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}	16††	IQ+3	[4]
Merchant {p. B209}	12	IQ-1	[1]
Panhandling {p. B212}	13	IQ+0	[1]
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}	16¶	IQ+3	[4]
Per based	**Level**	**Relative**	**Pts**
Observation {p. B211}	14	Per-1	[1]
Search {p. B219}	15	Per+0	[2]
Urban Survival {p. B228}	15	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'

¶ Includes: +2 from 'Widget Worker'
** Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks
†† Includes: +2 from 'Widget Worker'; Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks

MELEE ATTACKS

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

Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Light Buckler Skill used: Shield (Buckler)	15	–	1d-1 cr	1	–	4	[2,3,4]
Saber: swing Skill used: Saber	14	11F	1d-1(.5) cut	C	6	4	
Saber: thrust Skill used: Saber	14	–	1d-1(.5) imp	C	6	4	

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Short Bow Skill used: Bow	14	1d-2 imp	1	73.34 yd / 110.01 yd	1	1(2)	6†	-6	–	4	[3]

ATTACKS TABLES COLUMN NOTES

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

SLAM TABLE

1–2	3–4	5–7
1d-3	1d-2	1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
11*	11*	11*	10*	
Brawling	DX	Shield (Buckler)		

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

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

Bonus DR: 0
Bonus DB: 1

Notes:

| 1 | 1 |
| 1 | 0 |

* Includes: +1 from 'Combat Reflexes'

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.

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 at the start of your next turn and 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.

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

Qty	« Combat »	Cost	Weight
	LOAD-OUTS		
1	Armor	160	9.5 lb
	Description: Parent Item		
1	Leather Gloves {p. B284}	15	–
	Description: TL:1 LC:-- DR:2* Locations: hands		
	Location: hands		
1	Leather Armor {p. B283}	50	5 lb
	Description: TL:1 LC:4 DR:2 Locations: torso, groin		
	Location: torso, groin		
1	Heavy Leather Sleeves {p. B283}	25	1 lb
	Description: TL:1 LC:4 DR:2 Locations: arms		
	Location: arms		
1	Heavy Leather Leggings {p. B283}	30	2 lb
	Description: TL:1 LC:4 DR:2 Locations: legs		
	Location: legs		
1	Boots {p. B284}	40	1.5 lb
	Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1]		
	Location: feet		
1	Bandoleer {p. DF1:25}	400	4.6 lb
	Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppo, etc.). Wearer can reach them with Ready or Fast-Draw.		
4	Nageteppo, Smoke {p. DF1:25}	160	12.8 oz
	Description: When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds.		
4	Nageteppo, Flash {p. DF1:25}	160	12.8 oz
	Description: When hurled, everyone within 10 yards of where it lands must roll vs. HT or suffer Blindness (a Vision-Based affliction). Roll vs. HT to recover every turn.		
4	Caltrops (Per hex) {p. DF1:25}	20	2 lb
	Description: Take a Ready maneuver to deploy. Victims who miss a Vision-2 roll step on a number of spikes equal to margin of failure. Each inflicts thr-3 imp - based on his ST - to the foot. Caltrops that penetrate DR continue to do damage each turn until removed (two Ready maneuvers).		
1	Belt	727	3.33 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.		
1	Saber {p. B273}	702	1.33 lb
	Description: TL:4 LC:4, [Mode:swing Dam:sw-1 cut Reach:1 Parry:0F ST:8 Skill:Saber], [Mode:thrust Dam:thr+1 imp Reach:1 Parry:No ST:8 Skill:Saber]		
1	Light Buckler {p. B273, B287}	25	2 lb
	Description: TL:0 LC:4 DB:1 Dam:thr cr Reach:1 Parry:No ST:-- DR:5 HP:20 Skill:Shield (Buckler) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add $20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,3,4]		
1	Hip Quiver {p. DF1:24}	55	3 lb
	Description: Holds 20 arrows or bolts		
20	Arrow {p. B275}	40	2 lb
1	Potion Belt {p. DF1:25}	300	2 lb
	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.		
2	Minor Healing Potion (Drinkable) {p. DF1:29}	240	1 lb
	Description: Heals 1d HP.		
1	Short Bow {p. B275}	33.33	1.33 lb
	Description: TL:0 LC:4, Dam:thr imp Acc:1 Range:ST*10/ST*15 RoF:1 Shots:1(2) ST:7† Bulk:-6 Skill:Bow Notes: [3] An arrow or bolt for a bow or crossbow is $2. A dart for a blowpipe, or a lead pellet for a prodd or sling, is $0.1. Sling stones are free. Notes: [3]		
	Totals:	1675,33	23.77 lb

Qty	Rucksack	Cost	Weight
1	Quick-Release Backpack {p. DF1:25}	825	40.15 lb
	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).		
1	Spy's Horn {p. DF1:25}	100	2 lb
	Description: Carefully shaped hollow horn, open at both ends, allows a Hearing roll to listen through doors, shutters, etc., at a penalty equal to barrier's (DR + HP)/5.		
1	Wineskin (filled with water) {p. B288}	10	8.25 lb
	Description: TL:0 Notes: Holds 1 gallon of liquid.		
20	Traveler's Rations {p. B288}	40	10 lb
	Description: TL:0 Notes: One meal of dried meat, cheese, etc.		
1	Sleeping Fur {p. B288}	50	8 lb
	Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.		

Qty	Rucksack	Cost	Weight
	LOAD-OUTS (continued)		
1	Quick-Release Backpack {p. DF1:25}	825	40.15 lb
1	Personal Basics {p. B288}	5	1 lb
	Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.		
1	Wineskin {p. B288}	10	4 oz
	Description: TL:0 Notes: Holds 1 gallon of liquid.		
1	Purse {p. B288}	32	12.8 dr
	Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)		
0	Platinum Franc	0	–
0	Gold Mark	0	–
2	Copper Farthing	2	5.12 dr
3	Silver Penny	30	7.68 dr
4	Torch, Waterproof {p. DF12:15}	48	4 lb
	Description: TL:		
1	Delvers Webbing {p. DF1:25}	230	3.6 lb
	Description: Notes: Belt and suspenders with pouches for 20 lbs. of potions, gadgets, knives, etc. Readying a carried item takes just one Ready maneuver - and is a free action with a suitable Fast-Draw roll. Gives +1 to DX and Fast-Draw rolls to reach these items. Rumored to be the work of brownies!		
1	Lockpicks {p. DF1:25}	50	1.6 oz
	Description: Basic equipment for Lockpicking skill.		
1	Monster Drool (Utility) {p. DF1:28}	20	8 oz
	Description: Generic blade venom made from giant centipedes, spiders, or whatever else is in season. Often used on whole quivers of arrows because it's cheap. A living victim must make an immediate HT roll or suffer 2 points of injury.		
	Totals:	825	40.15 lb

SCRATCH PAD

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[183]
Advantages, Perks	[77]
Disadvantages, Quirks	[-45]
Skills, Techniques	[62]
Total Points Spent:	**277**
Unspent Points:	-27

CAMPAIGN LOG
Points: (logged) 0   + (other) 0   = (total) 0
Initial Character Creation
Character created using GURPS Character Assistant 4
18.08.2011: 0 pts