

GURPS

CHARACTER SHEET

Name: Sho Kosugi
Race: Human
Appearance:

Player: Sven Mangold
Ht: Wt:

Age: Spent: 257
 Unspent: 5

ST	11*	[10]	HP	11	[0]	Basic Speed	7	[5]
DX	15	[100]	Will	11	[5]	Basic Move	7	[0]
IQ	10	[0]	Per	11	[5]	BL	24 lb	(ST×ST)/5
HT	12	[20]	FP	12	[0]	Thr	1d-1	Sw 1d+1
TL	3	[0]	SM	+0				

* Conditional: +2 from 'Ninja Killing Strike'

Vision	11	Fright Check	13*	High Jump	2.92 ft
Hearing	11	Consciousness	12	Money	0†
Touch	11	Death Check	12		
Taste/Smell	11	Broad Jump	4 yd		

* Includes: +2 from 'Combat Reflexes'

† Includes: +2500 from 'Money', +4570 from 'Money'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Dodge	11	10	9	8	7

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
Ninja (Dungeon Fantasy) {p. DF12:8}	[0]

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0*

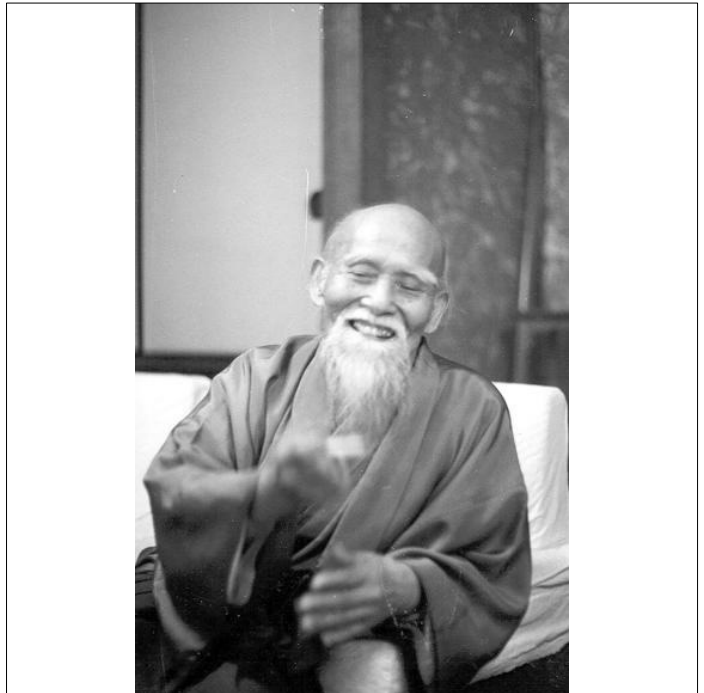
* Conditional: -2 from 'Social Stigma (Minority Group)', -1 from 'Callous' when past victim, or has Empathy, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'No Sense of Humor', -1 from 'Stubbornness'

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

LANGUAGES			
Native	Spoken	Written	Pts
Far Eastern (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]
Ninja Enhanced Parry 1 (All Weapons; Ninja Training, -10%) {p. B51}	[9]
Ninja Killing Strike 2 (Ninja Training, -10%; Once Per Weapon Per Battle, -10%) {p. DF12:5}	[8]
Ninja Talent 2 {p. DF12:4}	[20]
Weapon Master (Ninja Weapons) {p. B99}	[35]

DISADVANTAGES	
Name	Pts
Callous {p. B125}	[-5]
No Sense of Humor {p. B146}	[-10]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Social Stigma (Minority Group) {p. B155}	[-10]
Stubbornness {p. B157}	[-5]



DISADVANTAGES (continued)	
Name	Pts
Vow (Ninja Secrecy) {p. B160, DF12:7}	[-5]
Vow (Own no more than what can be carried) {p. B160, DF12:7}	[-10]

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}	13	DX-2	[1]
Axe/Mace {p. B208}	14	DX-1	[1]
<small>Parry: 12</small>			
Blowpipe {p. B180}	13	DX-2	[1]
Bow {p. B182}	14	DX-1	[1]
Climbing {p. B183}	14	DX-1	[1]
Fast-Draw (Shuriken) {p. B194, MA56}	16 *	DX+1	[1]
Jitte/Sai {p. B208}	17	DX+2	[8]
<small>Parry: 13</small>			
Judo {p. B203}	14	DX-1	[2]
<small>Parry: 12</small>			
Jumping {p. B203}	15	DX+0	[1]
Karate {p. B203}	14	DX-1	[2]
<small>Description: Notes: Calculated damage takes into account bonuses from 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.</small>			
<small>Parry: 12</small>			
Knife {p. B208}	16	DX+1	[2]
<small>Parry: 12</small>			
Kusari {p. B209}	15	DX+0	[4]
<small>Parry: 12</small>			
Light Walk {p. B205}	17 †	DX+2	[4]
Riding (Equines) {p. B217}	14	DX-1	[1]
dShortsword {p. B209}	16	DX+1	[4]
<small>Parry: 13</small>			
Staff {p. B208}	14	DX-1	[1]
<small>Parry: 14</small>			
Stealth {p. B222}	17	DX+2	[8]
Thrown Weapon (Shuriken) {p. B226}	17	DX+2	[4]
Tonfa {p. B209}	14	DX-1	[1]
<small>Parry: 12</small>			
HT based	Level	Relative	Pts
Hiking {p. B20}	11	HT-1	[1]
IQ based	Level	Relative	Pts
First Aid/TL3 (Human) {p. B195}	10	IQ+0	[1]
Gesture {p. B198}	10	IQ+0	[1]
Holdout {p. B200}	10	IQ+0	[2]
Hypnotism (Human) {p. B201}	10 †	IQ+0	[1]
Invisibility Art {p. B202}	11 †	IQ+1	[4]
Poisons/TL3 {p. B214}	9	IQ-1	[2]
Per based	Level	Relative	Pts
Blind Fighting {p. B180}	12 †	Per+1	[4]
Observation {p. B211}	10	Per-1	[1]
Will based	Level	Relative	Pts
Meditation {p. B207}	10	Will-1	[2]
Mental Strength {p. B209}	13 †	Will+2	[1]

* Includes: +1 from 'Combat Reflexes'

† Includes: +2 from 'Ninja Talent'

SCRATCH PAD

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	15	-	1d-2 cr	C	-	-	
Karate: Punch	14	12	1d-2 cr	C	-	-	
Karate: Kick	12	-	1d-1 cr	C,1	-	-	
Kick	13	-	1d-1 cr	C,1	-	-	
Punch	15	12	1d-2 cr	C	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Kusarigama: kusari	15	10U	1d+3 cr	1,2*	10†	4	[8]
Kusarigama: kama	15	10U	1d+3 cut	1,2*	11†	4	[8, 14]
Ninja-To: swing	16	13	1d+2 cut	1	8	4	
Ninja-To: thrust	16	13	1d+1 imp	1	8	4	
Sai: jitte/sai swing	17	13	1d+3 cr	1	7	4	[1, 10]
Sai: jitte/sai thrust	17	13	1d+1 imp	1	7	4	
Sai (Fine, Meteoric): jitte/sai swing	17	13	1d+3 cr	1	7	4	[1, 10]
Sai (Fine, Meteoric): jitte/sai thrust	17	13	1d+2 imp	1	7	4	
Shuriken (Spike)	15	12	1d-3 imp	C	-	4	[4]
Shuriken (Spike, Meteoric, Fine)	15	12	1d-2 imp	C	-	4	[4]
Shuriken (Star)	15	12	1d-3 cut	C	-	4	[4]
Shuriken (Star, Meteoric, Fine)	15	12	1d-2 cut	C	-	4	[4]
Tanto: swing	16	12	1d cut	C,1	6	4	
Tanto: thrust	16	12	1d imp	C	6	4	[1]
Tonfa: butt jab	15	12	1d-1 cr	C	-	4	[4]
Tonfa: swing	14	12	1d+1 cr	1	7	4	[11]
Tonfa: thrust	14	12	1d-1 cr	C,1	7	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Shuriken (Spike)	17	1d-1 imp	1	5.5 yd / 11 yd	1	T(1)	5	-	-	4	
Shuriken (Spike, Meteoric, Fine)	17	1d imp	1	5.5 yd / 11 yd	1	T(1)	5	-	-	4	
Shuriken (Star)	17	1d cut	1	5.5 yd / 11 yd	1	T(1)	5	-	-	4	
Shuriken (Star, Meteoric, Fine)	17	1d+1 cut	1	5.5 yd / 11 yd	1	T(1)	5	-	-	4	
Tanto	11	1d-1 imp	-	8.8 yd / 16.5 yd	1	T(1)	6	-2	-	4	

ATTACKS TABLES COLUMN NOTES

Reach "**":** The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

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	5-8		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
12*	12*	9†	11†	
Judo	DX	DX		

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

Bonus DR: 0
Bonus DB: 0

Notes:

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**

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.

* Includes: +1 from 'Ninja Enhanced Parry (All Weapons)'; +1 from 'Combat Reflexes'

† Includes: +1 from 'Combat Reflexes'

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

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
<p>* 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</p>					
<p>See also: <i>Hit Location</i>, p. B398, <i>Human and Humanoid Hit Location Table</i>, p. B552, <i>New Hit Locations</i>, p. MA137, and <i>Hit Locations</i>, p. LT100.</p>					

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor Description: Parent Item	1950	10 lb
1	Armored Ninja Suit {p. DF12:16} Usernotes: Weapon Holder = 3+Ninja Talent Slots Location: full suit	1950	10 lb
1	Bandoleer {p. DF1:25} Description: Carries 6 lbs. of throwing weapons (24 daggers, 12 packs of caltrops, 30 nageteppe, etc.). Wearer can reach them with Ready or Fast-Draw.	1400	7 lb
5	Nageteppe, Smoke {p. DF1:25} Description: When hurled, fills a two-yard radius with smoke (-10 to Vision) for 5 seconds.	200	1 lb
5	Nageteppe, Flash {p. DF1:25} 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.	200	1 lb
10	Shuriken (Star) {p. B276, MA226, DF12:14} Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	30	1 lb
10	Shuriken (Spike) {p. B276, MA226, DF12:14} Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	30	1 lb
2	Caltrops (Per hex) {p. DF1:25} 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).	10	1 lb
5	Shuriken (Star, Meteoric, Fine) {p. B276, MA226, DF12:14} Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	435	8 oz
5	Shuriken (Spike, Meteoric, Fine) {p. B276, MA226, DF12:14} Description: TL:3 LC:4 [Mode:thrown Damage:thr-1 cut Acc:1 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:0 Skill:Thrown Weapon (Shuriken)], [Mode:claw Damage:thr-2 cut Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]] Notes: [4]	435	8 oz
Totals:		3350	17 lb
Qty	Rucksack	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).	2760	32.1 lb
1	Purse Description: Parent Item	2305	1.6 oz
2	Platinum Franc	2000	5.12 dr
3	Gold Mark	300	7.68 dr
5	Copper Farthing	5	12.8 dr
0	Silver Penny	0	-
1	Wineskin (filled with water) {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	8.25 lb
20	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	40	10 lb
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
1	Personal Basics {p. B288} Description: Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox, and flint and steel.	5	1 lb
1	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	10	4 oz
1	Tonfa {p. MA226, MA230, DF12:14} Description: TL:3 LC:4 [Mode:butt jab Damage:thr or Reach:C Parry:0 ST:0 Skill:Brawling, Karate, DX Notes:[4]], [Mode:swing Damage:sw or Reach:1 Parry:0 ST:7 Skill:Tonfa Notes:[11]], [Mode:thrust Damage:thr or Reach:C, 1 Parry:0 ST:7 Skill:Tonfa], [4] This attack receives Brawling or Karate damage bonuses. Notes: [4][11]	40	1.5 lb
Totals:		2760	32.1 lb
Qty	Weapon Holder in Ninja Suit	Cost	Weight
1	Weapon Holder in Ninja Suit Description: Parent Item Usernotes: Holds 3+Ninja Talent Weapons. Weapons don't count as encumbrance	1960	10.5 lb

LOAD-OUTS (continued)			
Qty	Weapon Holder in Ninja Suit	Cost	Weight
1	Weapon Holder in Ninja Suit	1960	10.5 lb
1	Sai {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw or Reach:1 Parry:0 ST:7 Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage:thr imp Reach:1 Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Damage:sw or Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:main-gauche thrust Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche], [Mode:thrown Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:7 Bulk:3 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10][1]	60	1.5 lb
1	Kusarigama {p. MA228, DF12:14} Description: TL:3 LC:4 [Mode:kusari Damage:sw+2 or Reach:1.2* Parry:2U ST:10† Skill:Kusari Notes:[8]], [Mode:kama Damage:sw+2 cut Reach:1.2* Parry:2U ST:11† Skill:Kusari Notes:[8, 14]], [8] Attempts to parry flails and kusaris are at -4; fencing weapons ("F" parry) can't parry at all! Attempts to block such weapons are at -2. Halve these penalties for the bola perdida, bolas, life-preserver, and weighted scarf. Notes: [8][8, 14]	80	4.5 lb
1	Tanto {p. B272, B276} Description: TL:0 LC:4, [Mode:thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C, 1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	40	1 lb
1	Ninja-To {p. B273} Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	400	2 lb
1	Sai (Fine, Meteoric) {p. MA227, MA228, MA231, DF12:14} Description: TL:3 LC:4 [Mode:jitte/sai swing Damage:sw or Reach:1 Parry:0 ST:7 Skill:Jitte/Sai Notes:[1, 10]], [Mode:jitte/sai thrust Damage:thr imp Reach:1 Parry:0 ST:7 Skill:Jitte/Sai], [Mode:main-gauche swing Damage:sw or Reach:1 Parry:0F ST:7 Skill:Main-Gauche Notes:[1]], [Mode:main-gauche thrust Damage:thr imp Reach:1 Parry:0F ST:7 Skill:Main-Gauche], [Mode:thrown Damage:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:7 Bulk:3 Skill:Thrown Weapon (Knife)], [1] Can be thrown. [10] Gets +2 to disarm when wielded with Jitte/Sai skill; see pp. B208, B401. Notes: [1, 10][1]	1380	1.5 lb
Totals:		1960	10.5 lb

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		150
Advantages, Perks		94
Disadvantages, Quirks		-55
Skills, Techniques		68
Total Points Spent:		257
Unspent Points:		5

CAMPAIGN LOG		
Points: (logged) 12	+ (other) 0	= (total) 12
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30.10.2011: 12 pts		
Initial Character Creation		
Character created using GURPS Character Assistant 4		
21.08.2011: 0 pts		