

GURPS

CHARACTER SHEET

Name: **Wuzz**
 Race: **Leprechaun**
 Appearance:

Player: **Daniel Jakob**
 Ht: **0.50m** Wt: **100 lbs** Age: **?**

Spent: **274**
 Unspent: **-24**

ST 6* [0]	HP 4‡ [0]	Basic Speed 6,5 [5]
DX 14† [40]	Will 15 [0]	Basic Move 6 [0]
IQ 15 [100]	Per 12 [-15]	BL 7.2 lb (ST×ST)/5
HT 11 [10]	FP 14 [9]	Thr 1d-4 Sw 1d-3
TL 3		SM -4§

* Includes: -4 from 'Racial ST Penalty'
 † Includes: +2 from 'Leprechaun (Dungeon Fantasy)'
 ‡ Includes: -2 from 'Leprechaun (Dungeon Fantasy)'
 § Includes: -4 from 'Leprechaun (Dungeon Fantasy)'

Vision 12	Fright Check 15	High Jump 2.17 ft
Hearing 12	Consciousness 11	Money 0*
Touch 12	Death Check 11	
Taste/Smell 12	Broad Jump 3 yd	

* Includes: +500 from 'Money'

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	7.2 lb	14.4 lb	21.6 lb	43.2 lb	72 lb
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	14 lb	58 lb	86.4 lb	108 lb	360 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.

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

* Conditional: -1 from 'Stubbornness', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Nature)' when in dangerous situations if Sense of Duty is known

CULTURAL FAMILIARITIES	
Name	Pts
Human	[1]
Leprechaun (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
Common	Broken	Semi-Lit.	[2]
Leprechaun (Native)	Native	Native	[0]

TEMPLATES AND META-TRAITS	
Name	Pts
Leprechaun (Dungeon Fantasy) {p. DF3:9}	[20]
Description: Leprechauns have rosy cheeks, bright eyes, and rotten dispositions.	
Racial ST Penalty -4 (Size, +0%)	[-40]
Leprechaun Charm (1) {p. DF3:9}	[1]
Leprechaun Charm (2) {p. DF3:9}	[1]
Leprechaun Charm (3) {p. DF3:9}	[1]
Magery 0 {p. B66}	[5]
Description: Magery 0 is included as a separate item from the normal Magery advantage, due to the fact that many kinds of enhancements and limitations are meant to only affect the levels above 0, not the base 5 points from Magery 0. The Magery advantage is set to have Magery 0 as a pre-req. WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other item can cause your spells to be miscalculated.	
Luck (Ridiculous) {p. B66}	[60]
Leprechaun Reduced Consumption {p. B80}	[6]
Faerie Dependency (Mana; Very Common; Constantly, *5) {p. B130}	[-25]
Bad Temper (12 or less, *1) {p. B124}	[-10]
Sense of Duty (Nature) {p. B153}	[-15]
Wizard (Dungeon Fantasy) {p. DF1:13}	[0]
Description: Your knowledge of magic is deeper than that of the cleric or druid. The party needs your mighty wizardry.	



ADVANTAGES	
Name	Pts
Extra Magery 3 {p. B66}	[30]
Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	
Magery 3 {p. B66}	[30]
Description: WARNING: Always use the Magery modifiers with Magery and the Magery 0 modifiers with Magery 0. Using the Magery modifiers with any other trait can cause your spells to be miscalculated. For standard magic use Magery, for Ritual Magic use Ritual Magery, for Wildcard! magic use Wildcard Magery!, for Clerical Magic use Power Investiture, for Syntactic magic use Syntactic Magery	

DISADVANTAGES	
Name	Pts
Curious (12 or less, *1) {p. B129}	[-5]
Oblivious {p. B146}	[-5]
Obsession (To become the world's most powerful Damage Dealer; 12 or less, *1) {p. B146}	[-10]
Pyromania (12 or less, *1) {p. B150}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Stubbornness {p. B157}	[-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			
Name	Level	Relative	Pts
Alchemy/TL3 {p. 174, M210}	15	IQ+0	[8]
Body Sense {p. B181}	12	DX-2	[1]
Brawling {p. B182}	14	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: 10			
Cartography/TL3 {p. B183}	14	IQ-1	[1]
Climbing {p. B183}	13	DX-1	[1]
Diplomacy {p. B187}	12*	IQ-3	[1]
First Aid/TL3 (Leprechaun) {p. B195}	15	IQ+0	[1]
Gesture {p. B198}	15	IQ+0	[1]

SKILLS (continued)			
Name	Level	Relative	Pts
Hazardous Materials/TL3 (Magical) {p. B199}	14	IQ-1	[1]
Hidden Lore (Magical Writings Lore) {p. B199}	15	IQ+0	[2]
Hiking {p. B20}	10	HT-1	[1]
Innate Attack (Projectile) {p. B201}	16	DX+2	[4]
Parry: 11			
Meditation {p. B207}	14	Will-1	[2]
Occultism {p. B212}	15	IQ+0	[2]
Physiology/TL3 (Gnurpf) {p. B213}	13	IQ-2	[1]
Research/TL3 {p. B217}	14	IQ-1	[1]
Riding (Equines) {p. B217}	13	DX-1	[1]
Scrounging {p. B218}	12	Per+0	[1]
Speed-Reading {p. B222}	14	IQ-1	[1]
Staff {p. B208}	16	DX+2	[8]
Parry: 13			
Stealth {p. B222}	13	DX-1	[1]
Strategy (Land) {p. B222}	13	IQ-2	[1]
Teaching {p. B224}	14	IQ-1	[1]
Thaumatology {p. B225}	18†	IQ+3	[1]
Wrestling {p. B228}	13	DX-1	[1]
Parry: 9			
Writing {p. B228}	14	IQ-1	[1]
* Includes: -1 from 'Oblivious'			
† Includes: +3 from 'Magery', +3 from 'Extra Magery'			

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	14	10	1d-5 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	14	-	1d-5 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	12	-	1d-4 cr	C,1	-	-	
Deathtouch <i>Skill used: DX</i>	14	-	~1d spcl	C	-	-	~1-3en
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Little Green (Poweritem (8 FP)): staff swing <i>Skill used: Staff</i>	16	13	1d-5 cr	C	2†	4	
Little Green (Poweritem (8 FP)): staff thrust <i>Skill used: Staff</i>	16	13	1d-6 cr	C	2†	4	
Little Green (Poweritem (8 FP)): sword swing <i>Skill used: DX-5</i>	9	7	1d-5 cr	C	3†	4	
Little Green (Poweritem (8 FP)): sword thrust <i>Skill used: DX-5</i>	9	7	1d-7 cr	C	3†	4	
Name	Skill	Parry	Damage	Reach	ST	LC	Notes

ATTACKS TABLES COLUMN NOTES

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.

RANGED ATTACKS

Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Concussion <i>Skill used: Innate Attack (Projectile)</i>	16	~1d cr	1	20 yd / 40 yd	-	-	-	-	-	-	~2-6en
Explosive Lightning <i>Skill used: Innate Attack (Projectile)</i>	16	~1d-1 burn ex	3	50 yd / 100 yd	-	-	-	-	-	-	~2-6en
Lightning <i>Skill used: Innate Attack (Projectile)</i>	16	~1d-1 burn	3	50 yd / 100 yd	-	-	-	-	-	-	~1-3en
Throw Spell <i>Skill used: Innate Attack (Projectile)</i>	16	spcl.	-	80 yd	-	-	-	-	-	-	~1-3en

PARRY	PARRY	BLOCK	DODGE	OTHER
13	10		9	
Staff	DX		None	

Loc.	HP	#
Eyes	1	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	3	
Hands	2	
Legs	3	
Feet	2	

Bonus DR: 0
Bonus DB: 0

Notes:

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

HUMANOID HIT LOCATION TABLE					
Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-		Vitals*	-3
11	Groin	-3		Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks
 See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

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.

SLAM TABLE	
1-6	7
1d-3	1d-2

NOTES

Leprechaun Charm 1: Infravision
 Leprechaun Charm 2: Iron Arm
 Leprechaun Charm 3: Invisibility

SPELL GRIMOIRE									
Air	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Body of Air	19 [1]	0	Regular/R-HT	5 sec.	1 min.	4/1	Ai	3	M24
Concussion	19 [1]	0	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	5	M26
Create Air	19 [1]	0	Area	1 sec.	5 sec.#	1	Ai	1	M23, B243
Explosive Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7	M196
Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6	M196, B244
Purify Air	19 [1]	0	Area	1 sec.	Instant	1	Ai	–	M23, B243
Shape Air	19 [1]	0	Regular	1 sec.	1 min.	1 to 10#	Ai	2	M24, B243
Walk on Air	19 [1]	0	Regular	1 sec.	1 min.	3/2	Ai	3	M25, B243
Body Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Clumsiness	19 [1]	0	Regular/R-HT	1 sec.	1 min.	1 to 5/H	BC	2	M36, B244
Deathtouch	19 [1]	2	Melee	1 sec.	Instant	1 to 3	BC	7	M41, B245
Grace	19 [1]	0	Regular	1 sec.	1 min.	4 per DX+/S	BC	3	M37
Itch	19 [1]	0	Regular/R-HT	1 sec.	Scratch#	2	BC	–	M35, B244
Might	19 [1]	1	Regular	1 sec.	1 min.	2 per ST+/S	BC	1	M37
Paralyze Limb	19 [1]	1	Melee/R-HT	1 sec.	1 min.	3	BC	5	M40, B244
Spasm	19 [1]	0	Regular/R-HT	1 sec.	Instant	2	BC	1	M35, B244
Wither Limb	19 [1]	2	Melee/R-HT	1 sec.	Perm.	5	BC	6	M40, B244
Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Lend Energy	19 [1]	1	Regular	1 sec.	Perm.	Varies	He	–	M89, B248
Recover Energy	19 [1]	1	Special	Special	Special	none	He	1	M89, B248
Light & Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Infravision (Leprechaun Charm)	19 [1]	0	Regular	1 sec.	1 min.	3/1	LD	1	M111
Invisibility (Leprechaun Charm)	19 [1]	0	Regular	3 sec.	1 min.	5/3	LD	6	M114, F170
Meta-Spells	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Catch Spell	18 [1]	2	Blocking	1 sec.	Instant	3	MS	4	M123
Delay	19 [1]	3	Regular	10 sec.	2 hrs.	3/3	MS	15	M130
Hang Spell	18 [1]	3	Special	10 sec.	1 hr.	Varies	MS	16	M128
Throw Spell	18 [1]	3	Missile/Special	1 sec.	Indef.#	3	MS	16	M128
Movement	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Apportation	19 [1]	1	Reg./R-Will	1 sec.	1 min.	Varies	Mo	–	M142, B251
Deflect Missile	19 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B251
Grease	19 [1]	0	Area	1 sec.	10 min.	3/S	Mo	1	M142
Great Haste	18 [1]	1	Regular	3 sec.	10 sec.	5#	Mo	1	M146, B251
Haste	19 [1]	0	Regular	2 sec.	1 min.	2/pt./H	Mo	–	M142, B251
Lockmaster	19 [1]	2	Regular/R-Magelock	10 sec.	Perm.	3	Mo	1	M144, B251
Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Catch Missile	19 [1]	1	Blocking	1 sec.	Instant	2	PW	2	M168
Deflect Missile	19 [1]	1	Blocking	1 sec.	Instant	1	Mo, PW	1	M143, B251
Iron Arm (Leprechaun Charm)	19 [1]	2	Blocking	1 sec.	Instant	1	PW	4	M169
Return Missile	19 [1]	1	Blocking	1 sec.	Instant	2	PW	3	M168
Sound	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Concussion	19 [1]	0	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	Ai, So	5	M26
Sound	19 [1]	0	Regular	1 sec.	Varies	Varies	So	–	M171, F172
Thunderclap	19 [1]	0	Regular	1 sec.	Instant	2	So	1	M171
Weather	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Explosive Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	2 to 2xMagery#	We, Ai	7	M196
Lightning	19 [1]	1	Missile	1 to 3 sec.	Instant	1 to Magery#	We, Ai	6	M196, B244

