

# GURPS

## CHARACTER SHEET

Name: Stone Cold  
Race: Gargoyle  
Appearance: Ausfüllen

Player: Gil Bertoli  
Ht: 1.90m Wt: 240lbs Age: Ausfülle Spent: 285  
Unspent: -35

ST 18* [ 40]	HP 20§ [ 0]	Basic Speed 6¶ [ -15]
DX 14 [ 80]	Will 9 [ 0]	Basic Move 6 [ 0]
IQ 9† [ 0]	Per 9 [ 0]	BL 65 lb (ST×ST)/5
HT 14‡ [ 30]	FP 14 [ 0]	Thr 1d+2 Sw 3d
TL 3 [ 0]	SM +0	

\* Includes: +4 from 'Extra ST'  
† Includes: -1 from 'Gargoyle (Dungeon Fantasy)'  
‡ Includes: +1 from 'Gargoyle (Dungeon Fantasy)'  
§ Includes: +2 from 'Gargoyle (Dungeon Fantasy)'  
¶ Includes: -0.25 from 'Gargoyle (Dungeon Fantasy)'

Vision 9	Fright Check 11*	High Jump 2.17 ft
Hearing 9	Consciousness 14	Money 0†
Touch 9	Death Check 14	
Taste/Smell 9	Broad Jump 3 yd	

\* Includes: +2 from 'Combat Reflexes' † Includes: +2500 from 'Money'

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	65 lb	130 lb	195 lb	390 lb	650 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	130 lb	520 lb	780 lb	975 lb	1.62 tn

\* Takes 2 seconds to complete † Takes 4 seconds to complete  
‡ Double with a running start § Lose 1 FP/sec while over X-Hvy enc.

TEMPLATES AND META-TRAITS	
Name	Pts
Gargoyle (Dungeon Fantasy) {p. DF3:9}	[ 25]
Features: Torso armor isn't interchangeable with human torso armor. Description: A gargoyle resembles nothing so much as an ugly stone man with wings.	
Stony {p. DF3:9}	[ 1]
Claws (Blunt Claws) {p. B42}	[ 3]
Gargoyle Flight (Winged, -25%) {p. B56}	[ 30]
Gargoyle Damage Resistance 2 {p. B46}	[ 10]
Night Vision 5 {p. B71}	[ 5]
Striker (Gargoyle Tail; Impaling; Clumsy (-2), -40%) {p. B88}	[ 5]
Appearance (Ugly) {p. B21}	[ -8]
Gluttony (12 or less, *1) {p. B137}	[ -5]
Odious Racial Habit (Dirty) {p. B22}	[ -5]
Knight (Dungeon Fantasy) {p. DF1:8}	[ 0]
Description: Officially, you might not be a knight, but you're more dedicated than some top living in a castle.	

REACTION MODIFIERS	
Appearance: -2*	* Includes: -2 from 'Appearance'
Status: +0	
Other: +0†	† Conditional: +2 from 'Born War-Leader', +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), -1 from 'Odious Racial Habit (Dirty)' when people notice your problem

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



LANGUAGES			
Native	Spoken	Written	Pts
Gargoyle (Native) {p. B24}	Native	Native	[ 0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Broken	Broken	[ 2]

ADVANTAGES	
Name	Pts
Born War-Leader 2 {p. B89, BS184}	[ 10]
Description: Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics	
Combat Reflexes {p. B43}	[ 15]
Extra ST 4 (Affects displayed ST score, +0%)	[ 40]
Description: The Extra ST 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 ST advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	
High Pain Threshold {p. B59}	[ 10]
Roll to ignore pain: 12 (Will+3)	
Weapon Master (Two-handed Sword; one specific weapon) {p. B99}	[ 20]

DISADVANTAGES	
Name	Pts
Bad Temper (12 or less, *1) {p. B124}	[ -10]
Bloodlust (12 or less, *1) {p. B125}	[ -10]
Compulsive Carousing (12 or less, *1) {p. B128}	[ -5]
Overconfidence (12 or less, *1) {p. B148}	[ -5]
Sense of Duty (Adventuring companions) {p. B153}	[ -5]

QUIRKS	
Name	Pts
Unused Quirk 2 {p. B163}	[ -1]
Unused Quirk 3 {p. B163}	[ -1]
Unused Quirk 4 {p. B163}	[ -1]
Unused Quirk 5 {p. B163}	[ -1]
When standing still, birds land and shit on him {p. B163}	[ -1]



MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	15	11	1d+2 cr	C	-	-	
Brawling: Bite	15	-	1d+1 cr	C	-	-	
Brawling: Kick	13	-	1d+3 cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Katana: one-handed swing	16	12	3d+7 cut	1,2	11	4	
Katana: one-handed thrust	16	12	1d+5 imp	1	11	4	
Katana: two-handed swing	20	14	3d+8 cut	1,2	10†	4	
Katana: two-handed thrust	20	14	1d+5 imp	1	10†	4	
Throwing Axe	9	8U	3d+2 cut	1	11	4	[1]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Throwing Axe	16	3d+2 cut	2	18 yd / 27 yd	1	T(1)	11	-3	-	4	

**ATTACKS TABLES COLUMN NOTES**

**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	5-7	8-12	13-14
1d-3	1d-2	1d-1	1d	2d	3d

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	11*	12*	10*	
Knife	DX	Shield (Shield)		

Loc.	HP	#
Eyes	3	
Neck	-	
Skull	-	
Face	-	
Torso	-	
Groin	-	
Arms	11	
Hands	7	
Legs	11	
Feet	7	

**Bonus DR: 2†**  
**Bonus DB: 0**

**Notes:**

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

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
20 19 18 17 16	0 -1 -2 -3 -4	20 21 22 23 24	40 41 42 43 44	60 61 62 63 64	80 81 82 83 84
15 14 13 12 11	-5 -6 -7 -8 -9	25 26 27 28 29	45 46 47 48 49	65 66 67 68 69	85 86 87 88 89
10 9 8 7 6	-10 -11 -12 -13 -14	30 31 32 33 34	50 51 52 53 54	70 71 72 73 74	90 91 92 93 94
5 4 3 2 1	-15 -16 -17 -18 -19	35 36 37 38 39	55 56 57 58 59	75 76 77 78 79	95 96 97 98 99

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
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.

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.

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	<b>Armor</b> Description: Parent Item	1950	84 lb
1	<b>Gauntlets {p. B284}</b> Description: TL:2 LC:4 DR:4 Locations: hands Location: hands	100	2 lb
1	<b>Greathelm {p. B284}</b> Description: TL:3 LC:3 DR:7 Locations: skull, face, neck Notes: [4] Helmet gives the wearer the No Peripheral Vision (p. B151) disadvantage while worn. Notes: [4] Location: skull, face, neck	340	10 lb
1	<b>Scale Leggings {p. B283}</b> Description: TL:2 LC:3 DR:4 Locations: legs Location: legs	250	21 lb
1	<b>Scale Sleeves {p. B283}</b> Description: TL:2 LC:3 DR:4 Locations: arms Location: arms	210	14 lb
1	<b>Sollerets {p. B284}</b> Description: TL:3 LC:3 DR:4 Locations: feet Location: feet	150	7 lb
1	<b>Steel Laminate Plate {p. B283}</b> Description: TL:3 LC:3 DR:5 Locations: torso, groin Location: torso, groin	900	30 lb
1	<b>Belt</b> 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.	710	9 lb
1	<b>Katana {p. B271, B274}</b> Description: TL:3 LC:4, [Mode:two-handed swing Dam:sw+2 cut Reach:1,2 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:two-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:10† Skill:Two-Handed Sword Notes: Requires two hands.], [Mode:one-handed swing Dam:sw+1 cut Reach:1,2 Parry:0 ST:11 Skill:Broadsword], [Mode:one-handed thrust Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword]	650	5 lb
1	<b>Throwing Axe {p. B271, B276}</b> Description: TL:0 LC:4, [Mode:thrown Dam:sw+2 cut Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3], [Mode:swing Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]	60	4 lb
1	<b>Ordinary Clothes {p. B266}</b> 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.	0	2 lb
<b>Totals:</b>		<b>2660</b>	<b>95 lb</b>
Qty	Rucksack	Cost	Weight
1	<b>Backpack, Small {p. B288}</b> Description: TL:1 Notes: Holds 40 lbs. of gear.	840	3.14 lb
1	<b>Pouch {p. B288}</b> Description: Notes: Holds 3 lbs. of small items (coins, personal basics, etc.)	780	2.24 oz
0	<b>Copper Farthing</b>	0	—
7	<b>Gold Mark</b>	700	1.12 oz
0	<b>Platinum Franc</b>	0	—
7	<b>Silver Penny</b>	70	1.12 oz
<b>Totals:</b>		<b>840</b>	<b>3.14 lb</b>
POINTS SUMMARY			Pts
Basic Attributes, Secondary Characteristics			[ 140 ]
Advantages, Perks			[ 123 ]
Disadvantages, Quirks			[ -40 ]
Skills, Techniques			[ 62 ]
<b>Total Points Spent:</b>			<b>285</b>
<b>Unspent Points:</b>			<b>-35</b>
CAMPAIGN LOG			
<b>Points:</b> (logged) 0 + (other) 0 = (total) 0			
<b>Initial Character Creation</b>			
Character created using GURPS Character Assistant 4			
17.10.2011: 0 pts			