

GURPS

CHARACTER SHEET

Name: Luki the minister of Berronar Truesilver **Player:** NPC, Divine Servitor of Berronar T **Spent:** 250
Race: Dwarven Divine Servitor, subject to B **Ht:** 1.22m **Wt:** 250lbs **Age:** ? **Unspent:** 0
Appearance: A celestial being of dwarven descent. It seems keen to help Grimm Battlebeard

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

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

Vision 12	Fright Check 14*	High Jump 2.17 ft
Hearing 12	Consciousness 12	Money 0
Touch 12	Death Check 12	
Taste/Smell 12	Broad Jump 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
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]
Damage Resistance 4 {p. B46}	[20]
Healing (Faith Healing, +20%; Ranged, +40%) {p. B59}	[48]
Roll: 12 (IQ)	
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 15 (Will+3)	
Immunity to Metabolic Hazards	[30]
Injury Tolerance (Homogenous, +40) {p. B60}	[40]

DISADVANTAGES

Name	Pts
Dependency (Sancticity; Very Common; Constantly, *5) {p. B130}	[-25]
Sense of Duty (Coreligionists; Large Group) {p. B153}	[-10]
Unnatural Feature -1 (Celestial) {p. B22}	[-1]
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

Name	Level	Relative	Pts
Brawling {p. B182}	14	DX+2	[4]
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			
Diagnosis/TL3 (Dwarf) {p. B187}	11	IQ-1	[2]



SKILLS (continued)

Name	Level	Relative	Pts
Fast-Draw (Maul) {p. B194}	13*	DX+1	[1]
Hidden Lore (Servitors of Good) {p. B199}	12	IQ+0	[2]
Tactics {p. B224}	11	IQ-1	[2]
Theology (Berronar Truesilver) {p. B226}	12	IQ+0	[4]
Two-Handed Axe/Mace {p. B208}	13	DX+1	[4]
Parry: 10			
Wrestling {p. B228}	13	DX+1	[4]
Parry: 10			

* Includes: +1 from 'Combat Reflexes'

Name	MELEE ATTACKS		Damage	Reach	ST	LC	Notes
	Skill	Parry					
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	-	-	

SLAM TABLE		
1-2 1d-3	3-4 1d-2	5-7 1d-1

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*		10*	
Two-Handed Axe/Mace	DX			

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

DR: 0 (Eyes, Neck, Skull, Face, Torso, Groin, Arms, Hands, Legs, Feet)
DR: 2 (Skull)
DB: 0 (Eyes, Neck, Skull, Face, Torso, Groin, Arms, Hands, Legs, Feet)

Bonus DR: 4†
Bonus DB: 0

Notes:

* Includes: +1 from 'Combat Reflexes'
 † Includes: +4 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	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.

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 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-12 -13 -14 -15 -16 -17 -18 -19 -20 -21 -22 -23	-24 -25 -26 -27 -28 -29 -30 -31 -32 -33 -34 -35	-36 -37 -38 -39 -40 -41 -42 -43 -44 -45 -46 -47	-48 -49 -50 -51 -52 -53 -54 -55 -56 -57 -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 7 6 5 4 3 2 1	0 -1 -2 -3 -4 -5 -6 -7 -8 -9 -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.

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	120
Advantages, Perks	173
Disadvantages, Quirks	-66
Skills, Techniques	23
Total Points Spent:	250
Unspent Points:	0

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
16.08.2011: 0 pts		
DESCRIPTION		
Earth, Life, War		