

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 - it is subject to Banish

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 [0]	SM +0	

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

Vision 12	Fright Check 14*	High Jump 2.17 ft
Hearing 12	Consciousness 12	Money -80
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
Binding 16 (Berronar; Costs Fatigue (1 FP), -5%; Engulfing, +60%; Environmental (Must be touching ground) (+1), -20%) {p. B40}	[44]
Blessed (Heroic Feat; ST) {p. B40}	[10]
Combat Reflexes {p. B43}	[15]
Damage Resistance 4 {p. B46}	[20]
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			
Fast-Draw (Maul) {p. B194}	13*	DX+1 [1]	
Geology/TL3 (Earthlike) {p. B198}	11	IQ-1 [2]	
Hidden Lore (Servitors of Good) {p. B199}	12	IQ+0 [2]	
Innate Attack (Gaze) {p. B201}	14	DX+2 [4]	
Parry: 11			
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'

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch <i>Skill used: Brawling</i>	14	11	1d-1 cr	C	-	-	
Brawling: Bite <i>Skill used: Brawling</i>	14	-	1d-1 cr	C	-	-	
Brawling: Kick <i>Skill used: Brawling-2</i>	12	-	1d cr	C,1	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Maul <i>Skill used: Two-Handed Axe/Mace-1</i>	12	10U	1d+6 cr	1,2*	13‡	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 *and* becomes unready after you attack with it, unless you have at least 1.5 times the listed ST (round up). To use it in one hand without it becoming unready, you need at least *three times* the listed ST.

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Binding (Berronar) <i>Skill used: Innate Attack (Gaze)</i>	14	ST 16 spcl.	3	100 yd	1	-	-	-	1	-	

SLAM TABLE				
1-2	3-4	5-7		
1d-3	1d-2	1d-1		
PARRY 10* <i>Two-Handed Axe/Mace</i>	PARRY 10* DX	BLOCK	DODGE 10*	OTHER
Eyes DR: 0 DB: 0	Skull DR: 2 DB: 0	Neck DR: 0 DB: 0	Face DR: 0 DB: 0	Torso DR: 0 DB: 0
Arms DR: 0 DB: 0	Hands DR: 0 DB: 0	Legs DR: 0 DB: 0	Feet DR: 0 DB: 0	Groin DR: 0 DB: 0
Loc.		HP		#
Eyes		2		
Neck		-		
Skull		-		
Face		-		
Torso		-		
Groin		-		
Arms		7		
Hands		5		
Legs		7		
Feet		5		
Bonus DR: 4†				
Bonus DB: 0				
Notes:				

* Includes: +1 from 'Combat Reflexes'
 † Includes: +4 from 'Damage Resistance'

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	-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	-24 -25 -26 -27 -28	-36 -37 -38 -39 -40	-48 -49 -50 -51 -52
	-5 -6 -7 -8 -9	-17 -18 -19 -20 -21	-29 -30 -31 -32 -33	-41 -42 -43 -44 -45	-53 -54 -55 -56 -57
	-10 -11	-22 -23	-34 -35	-46 -47	-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.

