

GURPS

CHARACTER SHEET

Name: Bun Evilbreaker
 Race: Goblin
 Appearance:

Player: Samuel Ritschard
 Ht: 1.60m Wt: 60kg Age: 30

Spent: 260
 Unspent: -10

ST 12 [20]	HP 13 [†] [0]	Basic Speed 6,25 [0]
DX 12 [40]	Will 14 [†] [0]	Basic Move 6 [0]
IQ 13* [80]	Per 14 [†] [0]	BL 29 lb (ST×ST)/5
HT 13 [†] [20]	FP 13 [0]	Thr 1d-1 Sw 1d+2
TL 3 [0]		SM +0

* Includes: -1 from 'Goblin (Dungeon Fantasy)'
 † Includes: +1 from 'Goblin (Dungeon Fantasy)'

Vision 14*	Fright Check 12 [†]	High Jump 2.17 ft
Hearing 14	Consciousness 13	Money 0 [‡]
Touch 14	Death Check 13	
Taste/Smell 14	Broad Jump 3 yd	

* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat
 † Includes: +500 from 'Money', +1800 from 'The Great Rum (Power Item 11 FP)', +150 from 'Mail Shirt'
 ‡ Includes: -2 from 'Cowardice'

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	9	8	7	6	5

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.

TEMPLATES AND META-TRAITS	
Name	Pts
Cleric (Dungeon Fantasy) {p. DF1:6} Description: You're the mortal representative of the Powers of Good. You might not be the physical foe of Evil that is the holy warrior (p.7), but you're no cloistered idealist...	[0]
Goblin (Dungeon Fantasy) {p. DF3:10} Description: True goblins are the small, not-too-stupid ones with needle-like teeth and a cowardly disposition.	[0]
Goblin-Kin Infravision {p. B60} Roll: 16 (Per+2)	[10]
Rapid Healing {p. B79}	[5]
Resistant to Metabolic Hazards (+3 to resist) {p. B81}	[10]
Teeth (Sharp Teeth) {p. B91}	[1]
Appearance (Ugly) {p. B21}	[-8]
Cowardice (12 or less, *1) {p. B129}	[-10]
Social Stigma (Savage) {p. DF3:11}	[-10]

REACTION MODIFIERS	
Appearance: -2* * Includes: -2 from 'Appearance'	
Status: +0	
Other: +0 [†] † Conditional: +1 from 'Clerical Investment', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +2 from 'Sense of Duty (Coreligionists)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Adventuring companions)' when in dangerous situations if Sense of Duty is known, -2 from 'Cowardice' when from trained fighters, when cowardice matters, -2 from 'Social Stigma (Savage)'	

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

LANGUAGES			
Native	Spoken	Written	Pts
Goblin (Native) {p. B24}	Native	Native	[0]
Non-native	Spoken	Written	Pts
Common {p. B24}	Broken	-	[1]



ADVANTAGES	
Name	Pts
Clerical Investment {p. B43}	[5]
Extra Power Investiture 2 (Holy) {p. B77} Description: 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	[20]
Holy Might Ally (Divine servant of equal points; 12 or less, *2; Holy, -10%; Summonable, +100%) {p. B36}	[19]
Power Investiture 3 (Holy) {p. B77} Description: 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	[30]
Signature Gear 4 (The Great Rum) {p. B85}	[4]

DISADVANTAGES	
Name	Pts
Gluttony (12 or less, *1) {p. B137}	[-5]
Honesty (12 or less, *1) {p. B138}	[-10]
Intolerance ("Evil" religions) {p. B140}	[-5]
Sense of Duty (Adventuring companions) {p. B153}	[-5]
Sense of Duty (Coreligionists) {p. B153}	[-10]
Weirdness Magnet {p. B162}	[-15]

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
Axe/Mace {p. B208}	14	DX+2	[8]
Parry: 10			
Brawling {p. B182}	12	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: 9			
Climbing {p. B183}	11	DX-1	[1]
Innate Attack (Projectile) {p. B201}	14	DX+2	[4]
Parry: 10			
Riding (Equines) {p. B217}	11	DX-1	[1]
Shield (Shield) {p. B220}	14	DX+2	[4]
Block: 10			
Stealth {p. B222}	11	DX-1	[1]
Wrestling {p. B228}	11	DX-1	[1]
Parry: 8			
HT based	Level	Relative	Pts
Hiking {p. B20}	12	HT-1	[1]
IQ based	Level	Relative	Pts
Diagnosis/TL3 (Goblin) {p. B187}	11	IQ-2	[1]
First Aid/TL3 (Goblin) {p. B195}	14	IQ+1	[1]
Gesture {p. B198}	13	IQ+0	[1]
Hidden Lore (Demon Lore) {p. B199}	12	IQ-1	[1]
Occultism {p. B212}	12	IQ-1	[1]
Panhandling {p. B212}	13	IQ+0	[1]
Public Speaking {p. B216}	12	IQ-1	[1]
Religious Ritual (Gork and Mork) {p. B217}	11	IQ-2	[1]
Research/TL3 {p. B217}	12	IQ-1	[1]
Savoir-Faire (High Society) {p. B218}	13	IQ+0	[1]
Surgery/TL3 (Goblin) {p. B223}	11	IQ-2	[2]
Teaching {p. B224}	12	IQ-1	[1]
Theology (Gork and Mork) {p. B226}	11	IQ-2	[1]
Writing {p. B228}	12	IQ-1	[1]
Per based	Level	Relative	Pts
Esoteric Medicine (Holy) {p. B192}	14	Per+0	[4]
Observation {p. B211}	13	Per-1	[1]
Scrounging {p. B218}	14	Per+0	[1]
Will based	Level	Relative	Pts
Exorcism {p. B193}	14*	Will+0	[4]
Meditation {p. B207}	12	Will-2	[1]
* Conditional: -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or True Faith			

SCRATCH PAD			

MELEE ATTACKS								
Non-Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch		12	9	1d-2 cr	C	-	-	
Brawling: Bite		12	-	1d-2 cut	C	-	-	
Brawling: Kick		10	-	1d-1 cr	C,1	-	-	
Equipment based		Skill	Parry	Damage	Reach	ST	LC	Notes
Medium Shield		14	-	1d-1 cr	1	-	4	[2,3,4]
The Great Rum (Power Item 11 FP): Primary		15	10	1d+5 cut	1	12	4	
The Great Rum (Power Item 11 FP): Pick		15	10	1d+4 imp	1	12	4	[2]

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Sunbolt (Holy)	14	~1d-1 burn	2	75 yd / 150 yd	-	-	-	-	-	-	~1-3en

SLAM TABLE				
1	2-3	4-7		
1d-3	1d-2	1d-1		
PARRY	PARRY	BLOCK	DODGE	OTHER
10	9	10	9	
Axe/Mace	DX	Shield (Shield)		

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

Bonus DR: 0
Bonus DB: 2

Notes:

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
13 12 11 10 9	0 -1 -2 -3 -4	13 14 15 16 17	28 27 28 29 30	39 40 41 42 43	52 53 54 55 56
8 7 6 5 4	-5 -6 -7 -8 -9	18 19 20 21 22	31 32 33 34 35	44 45 46 47 48	57 58 59 60 61
3 2 1	-10 -11 -12	23 24 25	36 37 38	49 50 51	62 63 64

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
13 12 11 10 9	0 -1 -2 -3 -4
8 7 6 5 4	-5 -6 -7 -8 -9
3 2 1	-10 -11 -12

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.

SPELL GRIMOIRE									
~Holy - Communication & Empathy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Dispel Possession (Holy)	16 [1]	PI 3	Regular/R-spell	10 sec.	Instant	10	Ho, CE	5	M49
Gift of Letters (Holy)	15 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
Gift of Tongues (Holy)	15 [1]	PI 4	Regular	1 sec.	1 min.	Varies	Ho, CE	5	M46
~Holy - Earth	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Earthquake (Holy)	16 [1]	PI 5	Area	30 sec.	1 min.	2/S	Ho, Ea	6	M54
Stone to Flesh (Holy)	16 [1]	PI 3	Regular	5 sec.	Instant	10	Ho, Ea	5	M53, B246
~Holy - Fire	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Flaming Weapon (Holy)	16 [1]	PI 3	Regular	2 sec.	1 min.	4/1	Ho, Fi	4	M75
~Holy - Food	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Essential Food (Holy)	15 [1]	PI 4	Regular	30 sec.	Perm.	3/meal#	Ho, Fo	8	M79
Water to Wine (Holy)	16 [1]	PI 3	Regular	10 sec.	Perm.	4 per gal.#	Ho, Fo	5	M79
~Holy - Healing	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Awaken (Holy)	16 [1]	PI 2	Area	1 sec.	Instant	1	Ho, He	2	M90, B248
Detect Poison (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Instant Neutralize Poison (Holy)	15 [1]	PI 4	Regular	1 sec.	Instant	8	Ho, He	2	M92
Instant Regeneration (Holy)	15 [1]	PI 5	Regular	Special	Perm.	80	Ho, He	6	M93
Instant Restoration (Holy)	15 [1]	PI 4	Regular	Special	Perm.	50	Ho, He	5	M93
Major Healing (Holy)	15 [1]	PI 2	Regular	1 sec.	Perm.	1 to 4	Ho, He	3	M91, B248
Recover Energy (Holy)	16 [1]	PI 1	Special	Special	Special	none	Ho, He	1	M89, B248
~Holy - Knowledge	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
See Secrets (Holy)	16 [1]	PI 3	Regular	5 sec.	1 min.	5/2	Ho, Kn	5	M107
Seeker (Holy)	16 [1]	PI 2	Information	1 sec.	Instant	3	Ho, Kn	2	M105, B249
~Holy - Light & Darkness	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Sunbolt (Holy)	16 [1]	PI 3	Missile	1 to 3 sec.	Instant	1 to Magery#	Ho, LD	6	M114
~Holy - Meta-Spells	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Bless (Holy)	16 [1]	PI 5	Regular	min.=cost	Special	Varies	Ho, MS	20	M129
Dispel Magic (Holy)	16 [1]	PI 4	Area/R-spell	sec.=cost	Perm.	3	Ho, MS	13	M126, B250
Magic Resistance (Holy)	16 [1]	PI 3	Regular/R-Will+M	3 sec.	1 min.	1 to 5/S#	Ho, MS	7	M123
~Holy - Mind Control	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Command (Holy)	16 [1]	PI 2	Blocking/R-Will	1 sec.	Instant	2	Ho, MC	2	M136, B251
~Holy - Necromancy	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Banish (Holy)	16 [1]	PI 4	Spec./R-Will	5 sec.	Instant	Varies	Ho, Ne	10	M156, B252
~Holy - Protection & Warning	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Armor (Holy)	16 [1]	PI 1	Regular	1 sec.	1 min.	Varies	Ho, PW	1	M167, B253
Detect Poison (Holy)	16 [1]	PI 1	Area/Information	2 sec.	Instant	2	Ho, PW, He	1	M166
Watchdog (Holy)	16 [1]	PI 1	Area	10 sec.	10 hrs.	1/1	Ho, PW	1	M167
~Holy - Water	Skill	Magery	Class	Time	Duration	Casting Cost	College	Prereq	Page
Create Water (Holy)	16 [1]	PI 2	Regular	1 sec.	Perm.	2/gal.	Ho, Wa	2	M184, B253

LOAD-OUTS			
Qty	« Combat »	Cost	Weight
1	Armor 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.	470	30 lb
1	Boots {p. B284} Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Notes: [1] Location: feet	80	3 lb
1	Heavy Leather Leggings {p. B283} Description: TL:1 LC:4 DR:2 Locations: legs Location: legs	60	4 lb
1	Heavy Leather Sleeves {p. B283} Description: TL:1 LC:4 DR:2 Locations: arms Location: arms	50	2 lb
1	Mail Shirt {p. B283} Description: TL:2 LC:4 DR:4/2* Locations: torso Notes: [1,3] Concealable as or under clothing. Split DR: use the lower DR against crushing attacks. Notes: [1,3] Location: torso	150	16 lb
1	Pot-Helm {p. B284} Description: TL:3 LC:4 DR:4 Locations: skull Location: skull	100	5 lb
1	Leather Gloves {p. B284} Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-
1	Belt 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.	1860	19.5 lb
1	The Great Rum (Power Item 11 FP) {p. B271} Description: TL:0 LC:4, Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: [2]	1800	4.5 lb
1	Medium Shield {p. B273, B287} Description: TL:1 LC:4 DB:2 Dam:thr or Reach:1 Parry:No ST:-- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB. Notes: [2,3,4]	60	15 lb
1	Potion Belt {p. DF1:25} Description: Notes: Belt with four slots, each of which can carry one 'grenade' bottle or two potion vials. Wearer can reach them with Ready or Fast-Draw. Padding removes risk of accidental breakage and gives containers +2 DR vs. deliberate attacks.	315	2 lb
1	Paut (Drinkable) {p. DF1:29} Description: Restores 4 FP depleted for magic.	135	8 oz
1	Minor Healing Potion (Drinkable) {p. DF1:29} Description: Heals 1d HP.	120	8 oz
Totals:		2645	51.5 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).	805	30.54 lb
1	Sleeping Fur {p. B288} Description: Notes: A winter bedroll, suitable for ice caves, arctic adventures, etc.	50	8 lb
10	Traveler's Rations {p. B288} Description: TL:0 Notes: One meal of dried meat, cheese, etc.	20	5 lb
2	Wineskin {p. B288} Description: TL:0 Notes: Holds 1 gallon of liquid.	20	8 oz
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	Purse 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.	130	10.24 dr
0	Copper Farthing	0	-

LOAD-OUTS (continued)			
Qty	Rucksack	Cost	Weight
1	Purse	130	10.24 dr
1	Gold Mark	100	2.56 dr
0	Platinum Franc	0	-
3	Silver Penny	30	7.68 dr
1	Healer's Kit {p. DF1:25} Description: Basic equipment for one specialty of Esoteric Medicine skill. Also gives +1 to First Aid skill.	200	10 lb
1	Holy Symbol {p. DF1:25} Description: Ordinary religious symbol made of wood, cheap metal, etc., and blessed only by user's personal faith.	50	1 lb
2	Holy Water {p. DF1:25} Description: Small bottle holds enough (1/2 pint) to damage an unholy creature with a suitable Weakness. Hurl it using the 'grenade' rules; see Concoctions (p.28).	30	2 lb
Totals:		805	30.54 lb

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		161
Advantages, Perks		80
Disadvantages, Quirks		-55
Skills, Techniques		48
Spells		26
Total Points Spent:		260
Unspent Points:		-10

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
22.08.2011: 0 pts		