

# GURPS

## CHARACTER SHEET

Name: **Goblin Skirmisher**  
 Race: **Goblin**  
 Appearance: **Lesser Fodder Goblin-Kin**

Player: **DF NPC Lesser Fodder**  
 Ht:                    Wt:                    Age:

Spent: **66**  
 Unspent: **184**

<b>ST</b> 10 [ 0]	<b>HP</b> 11 <sup>†</sup> [ 0]	<b>Basic Speed</b> 6 [ 5]
<b>DX</b> 12 [ 40]	<b>Will</b> 10 <sup>†</sup> [ 0]	<b>Basic Move</b> 6 [ 0]
<b>IQ</b> 9 <sup>*</sup> [ 0]	<b>Per</b> 11 <sup>†</sup> [ 5]	<b>BL</b> 20 lb (ST×ST)/5
<b>HT</b> 11 <sup>†</sup> [ 0]	<b>FP</b> 11 [ 0]	<b>Thr</b> 1d-2 <sup>Sw</sup> 1d
<b>TL</b> 3 [ 0]	<b>SM</b> +0	

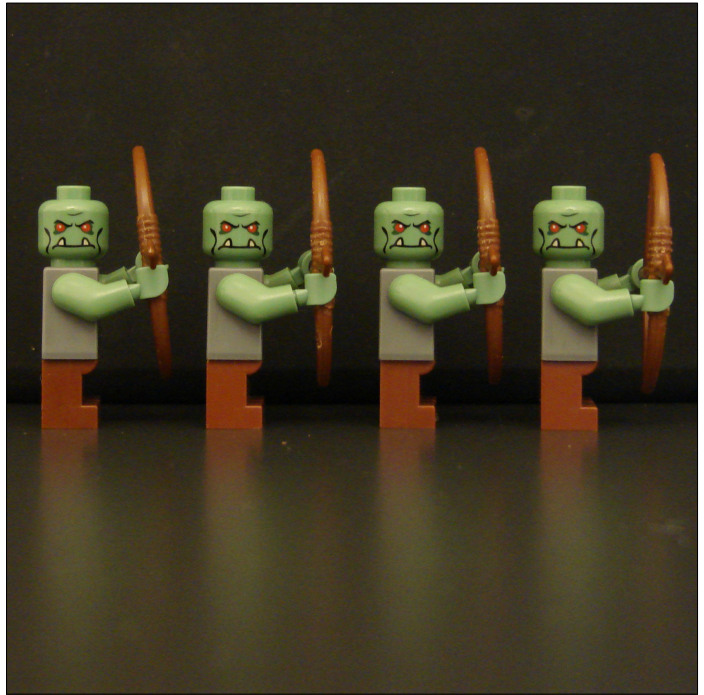
\* Includes: -1 from 'Goblin (Dungeon Fantasy)'  
 † Includes: +1 from 'Goblin (Dungeon Fantasy)'

<b>Vision</b> 11 <sup>*</sup>	<b>Taste/Smell</b> 11	<b>Death Check</b> 11
<b>Hearing</b> 11	<b>Fright Check</b> 8 <sup>†</sup>	<b>Broad Jump</b> 3 yd
<b>Touch</b> 11	<b>Consciousness</b> 11	<b>High Jump</b> 2.17 ft

\* Conditional: +2 from 'Goblin-Kin Infravision' when target emits heat  
 † Includes: -2 from 'Cowardice'

**HP** 3, 0, -11, -22, -33, -44, -55      **FP** 3, 0, -11

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 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



Name	MELEE ATTACKS						Notes
	Skill	Parry	Damage	Reach	ST	LC	
Bite	12	—	1d-3 cut	C	—	—	
Kick	10	—	1d-2 cr	C,1	—	—	
Large Knife: swing	14	9	1d-2 cut	C,1	6	4	
Large Knife: thrust	14	9	1d-2 imp	C	6	4	[1]
Punch	12	9	1d-3 cr	C	—	—	

Name	RANGED ATTACKS										
	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	8	1d-2 imp	—	8 yd / 15 yd	1	T(1)	6	-2	—	4	
Short Bow	14	1d-2 imp	1	100 yd / 150 yd	1	1(2)	7†	-6	—	4	[3]

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	9	
DX	DX	DX	None	

Loc.	HP	#
Eyes	2	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	6	
Hands	4	
Legs	6	
Feet	4	

**Bonus DR:** 0  
**Bonus DB:** 0  
**Notes:**

TEMPLATES AND META-TRAITS (continued)	
Name	Pts
Goblin (Dungeon Fantasy)	[ 0 ]
Teeth (Sharp Teeth)	[ 1 ]
Appearance (Ugly)	[ -8 ]
Cowardice (12 or less)	[ -10 ]
Social Stigma (Savage)	[ -10 ]

SKILLS			
Name	Level	Relative	Pts
Bow	14	DX+2	[ 8 ]
Fast-Draw (Knife)	14	DX+2	[ 4 ]
Knife	14	DX+2	[ 4 ]

Parry: 9

LOAD-OUTS			
Qty	Combat	Cost	Weight
1	Combat	377	21 lb
1	Short Bow	50	2 lb
1	Large Knife	40	1 lb
1	Hip Quiver	35	2 lb
10	Arrow	20	1 lb
1	Armor	252	16 lb
1	Boots	80	3 lb
Location: feet			
1	Leather Armor	100	10 lb
Location: torso, groin			
1	Leather Cap	32	—
Location: skull			
1	Leather Pants	40	3 lb
Location: legs, groin			
<b>Totals:</b>		<b>377</b>	<b>21 lb</b>

Qty	Loot	Cost	Weight
1	Loot	15	2.4 oz
15	Copper Farthing	15	2.4 oz

TEMPLATES AND META-TRAITS	
Name	Pts
Goblin (Dungeon Fantasy)	[ 0 ]
Goblin-Kin Infravision	[ 10 ]
Roll: 13 (Per+2)	
Rapid Healing	[ 5 ]
Resistant to Metabolic Hazards (+3 to resist)	[ 10 ]

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<b>LOAD-OUTS (continued)</b>		
<b>Totals:</b>	15	2.4 oz