

GURPS

CHARACTER SHEET

Name: Luki the minister of Berronar Truesilver **Player:** NPC, Divine Servitor of Berronar T **Spent:** 272
Race: Dwarven Divine Servitor **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 13* [30]	HP 13 [0]	Basic Speed 6 [0]
DX 12 [40]	Will 12 [0]	Basic Move 6 [0]
IQ 12 [40]	Per 12 [0]	BL 34 lb (ST×ST)/5
HT 12 [20]	FP 12 [0]	Thr 1d Sw 2d-1
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 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	34 lb	68 lb	102 lb	204 lb	340 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	68 lb	272 lb	408 lb	510 lb	1700 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]



MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	11	1d cr	C	-	-	
Brawling: Bite	14	-	1d cr	C	-	-	
Brawling: Kick	12	-	1d+1 cr	C,1	-	-	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Binding (Berronar)	14	ST 16 spl.	3	100 yd	1	-	-	-	1	-	

SLAM TABLE				
1	2-3	4-7		
1d-3	1d-2	1d-1		
PARRY 12* Two-Handed Axe/Mace	PARRY 10* DX	BLOCK	DODGE 10*	OTHER

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'

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.

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		130
Advantages, Perks		169
Disadvantages, Quirks		-66
Skills, Techniques		39
Total Points Spent:		272
Unspent Points:		0

CAMPAIGN LOG		
Points: (logged) 22	+ (other) 0	= (total) 22
Catch up to Grimm Battlebeard		
<enter notes here>		
30.10.2011: 22 pts		
Initial Character Creation		
Character created using GURPS Character Assistant 4		
16.08.2011: 0 pts		

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56
13 12 11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15 -16 -17	-26 -27 -28 -29 -30	-39 -40 -41 -42 -43	-52 -53 -54 -55 -56

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

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.

DESCRIPTION	
Earth, Life, War	