



Name Ishaq ibn-Fazal
 Ht 5' 11" Wt 140 lbs Size Modifier 0 Age 24
 Appearance A bearded young man, with a bright smile.

Player Spyke
 Point Total 100
 Unspent Points 0

ST	12	[20]	HP	12	CURRENT	[0]
DX	12	[40]	Will	10		[0]
IQ	10	[0]	Per	10		[0]
HT	12	[20]	FP	12	CURRENT	[0]

Languages	Spoken	Written
English	(Broken)	[1]
Arabic (Native Speaker)	(Native)	(Illiterate) [-3]

DR	TL: 3	[0]
Eyes 0	Cultural Familiarities	
Neck 0	Muslim (Native)	[0]
Skull 4		
Face 2		
Torso 2		
Groin 2		
Arms 2		
Hands 0		
Legs 1*		
Feet 2*		

BASIC LIFT 29 DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 29	BM x 1 6	Dodge 9
Light (1) = 2 x BL 58	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 87	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 174	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 290	BM x 0.2 1	Dodge - 4 5

PARRY	Reaction Modifiers
9	Appearance:
Two-Handed Axe/Mace	Status: +0
BLOCK	Other: +0
7	Conditional: +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved
DX	

ADVANTAGES AND PERKS	
Fit	[5]
High Pain Threshold	[10]

DISADVANTAGES AND QUIRKS	
Gullibility (15 or less)	[-5]
Honesty (12 or less)	[-10]
Misses the rolling hills of home	[-1]
Wants to make his fortune to impress his father	[-1]

Name	Level	Relative Level
Animal Handling (Equines)	11	IQ+1 [4]
Carpentry	11	IQ+1 [2]
Farming/TL3	11	IQ+1 [4]
First Aid/TL3 (Human)	11	IQ+1 [2]
Hiking	11	HT-1 [1]
Knife	12	DX+0 [1]
Naturalist (Yrth)	9	IQ-1 [2]
Packing	9	IQ-1 [1]
Teamster (Equines)	9	IQ-1 [1]
Two-Handed Axe/Mace	13	DX+1 [4]
Weather Sense	10	IQ+0 [2]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-2 cr	C	12 (No)			
1	Great Axe	1d+5 cut	1,2*	13 (9U) 12‡		100	8
	Kick	1d-1 cr	C,1	10 (No)			
1	Large Knife					40	1
	swing	1d cut	C,1	12 (8) 6			
	thrust	1d-1 imp	C	12 (8) 6	[1]		
	Punch	1d-2 cr	C	12 (9)			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Large Knife	1d-1 imp	0	9.6 / 18	1	T(1)	8	6	-2		4		40	1

SPEED/RANGE TABLE
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

HIT LOCATION

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

Imp or Pi attacks can target vitals at -3 or eyes at -9.

This sheet printed from GURPS Character Assistant.
This and other GURPS forms may also be downloaded at www.sjgames.com/gurps/resources/.
Copyright © 2004 Steve Jackson Games Incorporated. All rights reserved.

ARMOR & POSSESSIONS				Cost	Weight
Qty	Item	Location			
1	Boots	feet		80	3
1	Heavy Leather Sleeves	arms		50	2
1	Leather Armor	torso, groin		100	10
1	Leather Helm	skull, face		20	.5
1	Leather Leggings	legs		40	2

CHARACTER NOTES
Ishaq ibn'Fazal grew up on a farm in Al'Haz. He left home abruptly following a blazing argument with his father, but now deeply regrets this and is determined to
(text truncated to fit space)

POINTS SUMMARY

Attributes/Secondary Characteristics	[80]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[13]
Disadvantages/Quirks	[-17]
Skills/Techniques	[24]
Other	[]