



CHARACTER SHEET

Name Darius  
Ht Wt  
Appearance

Player  
Size Modifier 0 Age

Point Total 150  
Unspent Points 0

<b>ST</b>	12	[ 20 ]	<b>HP</b>	12	<small>CURRENT</small>	[ 0 ]
<b>DX</b>	13	[ 60 ]	<b>Will</b>	10		[ 0 ]
<b>IQ</b>	10	[ 0 ]	<b>Per</b>	10		[ 0 ]
<b>HT</b>	12	[ 20 ]	<b>FP</b>	12	<small>CURRENT</small>	[ 0 ]

<b>Languages</b>	<b>Spoken</b>	<b>Written</b>

<b>DR</b>	<b>TL: 3</b>	[ 0 ]
3	<b>Cultural Familiarities</b>	

BASIC LIFT 29      DAMAGE Thr 1d-1      Sw 1d+2  
BASIC SPEED 6.25 [ 0 ]      BASIC MOVE 6 [ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
12	<b>Appearance:</b>
Spear	<b>Status: +0</b>
<b>BLOCK</b>	<b>Other: +0</b>
12	
Shield (Shield)	

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

SKILLS		
Name	Level	Relative Level
Brawling	13	DX+0 [ 1 ]
Fast-Draw (Knife)	14	DX+1 [ 1 ]
<small>Includes: +1 from 'Combat Reflexes'</small>		
Knife	13	DX+0 [ 1 ]
Shield (Shield)	16	DX+3 [ 8 ]
Shortsword	13	DX+0 [ 2 ]
Spear	16	DX+3 [ 12 ]
Staff	15	DX+2 [ 4 ]
Thrown Weapon (Knife)	14	DX+1 [ 2 ]
Thrown Weapon (Spear)	15	DX+2 [ 4 ]

**ADVANTAGES AND PERKS**  
Combat Reflexes [ 15 ]

**DISADVANTAGES AND QUIRKS**



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-2 cr	C	13 (10)				
	Bite	1d-2 cr	C	13 (No)				
	Kick	1d-1 cr	C,1	11 (No)				
1	Large Knife swing	1d cut	C,1	13 (9)	6		40	1

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Large Knife	1d-1 imp	0	9.6 / 18	1	T(1)	14	6	-2		4	40	1
1	Spear	1d+2 imp	2	12 / 18	1	T(1)	15	9	-3		4	40	4

**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/](http://www.sjgames.com/gurps/resources/)

Copyright © 2004 Steve Jackson Games Incorporated. All rights reserved.

**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
1	Boots	feet	80	3
1	Heavy Leather Sleeves	arms	50	2
1	Leather Gloves	hands	30	0
1	Leather Helm	skull, face	20	.5
1	Light Scale Armor	torso	150	15
1	Studded Leather Skirt	groin, legs	60	4

**CHARACTER NOTES**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 100 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 15 ]
Disadvantages/Quirks	[ 0 ]
Skills/Techniques	[ 35 ]
Other	[ ]

**HAND WEAPONS (continued)**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
1	Large Knife					40	1
	swing	1d cut	C,1	13 (9) 6			
	thrust	1d-1 imp	C	13 (9) 6	[1]		
1	Medium Shield	1d-1 cr	1	16 (No)	[2,3,4]	60	15
1	Shortsword					400	2
	swing	1d+2 cut	1	13 (10) 8			
	thrust	1d-1 imp	1	13 (10) 8			
1	Spear					40	4
	one-handed thrust	1d+1 imp	1*	16 (12) 9	[1]		
	two-handed thrust	1d+2 imp	1,2*	16 (12) 9†			