



CHARACTER SHEET

Name Longshanks

Ht 6' 1" Wt 12st

Appearance blonde young man, well-muscled.

Player PC - Thunder in Par Point Total 100

Size Modifier 0 Age 19

Unspent Points 0

ST	12	[20]	HP	12	[0]
DX	12	[40]	Will	11	[0]
IQ	11	[20]	Per	11	[0]
HT	10	[0]	FP	10	[0]

BASIC LIFT 29 DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

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

ADVANTAGES AND PERKS

Charisma 1	[5]
Fit	[5]
Outdoorsman 1	[10]
Patrons (Uncle) (9 or less)	[10]

DISADVANTAGES AND QUIRKS

Easy to Read	[-10]
Low TL -2	[-10]
Overconfidence (12 or less)	[-5]
Phobia (Claustrophobia: Enclosed Spaces) (12 or less)	[-15]
Always thinks of himself as 'the leader'	[-1]
Doesn't think too much about the past	[-1]
Likes to work with his hands	[-1]
Loves to run	[-1]
Vain	[-1]

Languages	Spoken	Written
Anglic (Native Speaker)	(Native)	(Illiterate) [-3]

DR	TL: 8 [0]
Eyes 0	Cultural Familiarities
Neck 0	
Skull 2	
Face 0	
Torso 0	
Groin 0	
Arms 0	
Hands 0	
Legs 0	
Feet 0	

PARRY	Reaction Modifiers
9	Appearance: Status: +0 Other: +1; Includes: +1 from 'Charisma' Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, +1 from 'Outdoorsman'
Brawling	
BLOCK	
0	

SKILLS

Name	Level	Relative Level
Area Knowledge (Local area)	12	IQ+1 [2]
Axe/Mace	12	DX+0 [2]
Brawling	12	DX+0 [1]
Carpentry	11	IQ+0 [1]
Climbing	12	DX+0 [2]
First Aid/TL8 (Human)	12	IQ+1 [2]
Fishing	12	Per+1 [1]
Includes: +1 from 'Outdoorsman'		
Games (Improvised)	11	IQ+0 [1]
Knife	12	DX+0 [1]
Mimicry (Animal Sounds)	10	IQ-1 [1]
Includes: +1 from 'Outdoorsman'		
Mimicry (Bird Calls)	10	IQ-1 [1]
Includes: +1 from 'Outdoorsman'		
Running	11	HT+1 [4]
Sling	12	DX+0 [4]
Stealth	12	DX+0 [2]
Survival (Island/Beach)	12	Per+1 [2]
Includes: +1 from 'Outdoorsman'		
Survival (Woodlands)	12	Per+1 [2]
Includes: +1 from 'Outdoorsman'		
Swimming	11	HT+1 [2]
Throwing	12	DX+0 [2]
Tracking	12	Per+1 [2]
Includes: +1 from 'Outdoorsman'		
Traps/TL8	10	IQ-1 [1]
Weather Sense	11	IQ+0 [2]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
1	Axe	1d+4 cut	1	12 (9U)	11		50	4
	Brawling							
	Punch	1d-2 cr	C	12 (9)				
	Bite	1d-2 cr	C	12 (No)				
	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]		

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)	8	6	-2		4		40	1
1	Sling	1d+2 pi	0	72 / 120	1	1(2)	12	6	-4		4	[2]	20	.5

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

Qty	Item	Location	Cost	Weight
1	Summer clothes		0	2

CHARACTER NOTES

You live a life of carefree abandon, cared for by a mechanical man with steel skin, called Krome, in a small village beneath some tall cliffs. The three of you, Longshanks, Feline and Poddy, have a small hut each. The huts are warm and comfortable, with electric lighting and hot showers. Your meals are served in the refectory by small steel spiders with many arms, who retire to their own long hut to recharge at night.
(text truncated to fit space)

POINTS SUMMARY

Attributes/Secondary Characteristics	[80]
Advantages/Perks/TL/Languages/Cultural Familiarity	[27]
Disadvantages/Quirks	[-45]
Skills/Techniques	[38]
Other	[]

NOTES

You live a life of carefree abandon, cared for by a mechanical man with steel skin, called Krome, in a small village beneath some tall cliffs. The three of you, Longshanks, Feline and Poddy, have a small hut each. The huts are warm and comfortable, with electric lighting and hot showers. Your meals are served in the refectory by small steel spiders with many arms, who retire to their own long hut to recharge at night.

There is a cave in the cliffs, at the head of the village. The chamber inside is wide and tall, but bare except for a large glass screen, standing freely in the middle of the room. Looking after you all is Uncle, who you suspect is a machine like Krome, but who only ever appears to you as a kindly old man in an image on the screen. From time to time, Uncle shows you other pictures on the screen, and you know the place as the Vision Cave.

At the back of the cave there is a heavy steel door, with a keyhole at its centre. Only Krome can pass, opening the door with a key inside the forefinger of his right hand. He will not let you through, and you've long since given up asking.

Your pleasures are rustic, but many. You need never go hungry. You're free to wander the beaches, forests and hills, but it's dangerous to stray too far from the village. Krome watches over you as best he can, but large creatures roam the woods, and an injury could prove fatal if you fall too far from home.

You couldn't imagine being without your two friends, Feline and Pod. Feline's gorgeous, of course, half cat, but she's one of the boys, and Poddy may be slow on his feet but he's clever. Maybe it's the pig in him that makes him thoughtful?