



CHARACTER SHEET

Name Poddy

Ht 5' 9"

Wt 10 st 12 lb

Size Modifier 0 Age 18

Appearance uplifted pig. Thoughtful.

Player PC - Thunder in Par Point Total 100

Unspent Points 0

ST	11	[10]	HP	11	[0]
DX	9	[-20]	Will	12	[0]
IQ	12	[40]	Per	12	[0]
HT	11	[10]	FP	11	[0]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 5	Dodge 8
Light (1) = 2 x BL 48	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 72	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 4

ADVANTAGES AND PERKS

Common Sense	[10]
Damage Resistance (Thick skin) 1	[5]
High Pain Threshold	[10]
Intuitive Mathematician	[5]
Mathematical Ability 1	[10]
Patrons (Uncle) (9 or less)	[10]
Single-Minded	[5]

DISADVANTAGES AND QUIRKS

Appearance (Unattractive)	[-4]
Gluttony (12 or less)	[-5]
Low TL -2	[-10]
Unnatural Feature (Face of a pig) -3	[-3]
Doesn't think too much about the past	[-1]
Enjoys caring for plants	[-1]
Fascinated by mathematical problems	[-1]
Kind	[-1]
Thoughtful	[-1]

Languages	Spoken	Written
Anglic (Native Speaker)	(Native)	(Semi-Liter[-2])

DR	TL: 8 [0]
Eyes 0+1	Cultural Familiarities
Neck 0+1	
Skull 2+1	
Face 0+1	
Torso 0+1	
Groin 0+1	
Arms 0+1	
Hands 0+1	
Legs 0+1	
Feet 0+1	

PARRY	Reaction Modifiers
7	Appearance: -1/-1
Brawling	<i>Unappealing Includes: -1 from 'Appearance'</i>
BLOCK	<i>Appealing Includes: -1 from 'Appearance'</i>
0	Status: +0
	Other: +0
	Conditional: +1 from 'Mathematical Ability'

SKILLS

Name	Level	Relative Level
Area Knowledge (Local area)	12	IQ+0 [1]
Astronomy/TL8 (Observational)	12	IQ+0 [1]
Includes: +1 from 'Mathematical Ability'		
Brawling	9	DX+0 [1]
Camouflage	12	IQ+0 [1]
Climbing	9	DX+0 [2]
First Aid/TL8 (Human)	13	IQ+1 [2]
Fishing	13	Per+1 [2]
Games (Improvised)	13	IQ+1 [2]
Gardening	13	IQ+1 [2]
Hiking	10	HT-1 [1]
Hobby Skill (Bird-watching)	12	IQ+0 [1]
Knife	9	DX+0 [1]
Mathematics/TL8 (Pure)	11	IQ-1 [1]
Includes: +1 from 'Mathematical Ability'		
Musical Composition	10	IQ-2 [1]
Musical Instrument (Wooden flute)	11	IQ-1 [2]
Naturalist (Earth)	11	IQ-1 [2]
Sling	7	DX-2 [1]
Stealth	9	DX+0 [2]
Survival (Island/Beach)	12	Per+0 [2]
Survival (Woodlands)	12	Per+0 [2]
Swimming	12	HT+1 [2]
Weather Sense	12	IQ+0 [2]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-2 cr	C	9	(7)			
	Bite	1d-2 cr	C	9	(No)			
	Kick	1d-1 cr	C,1	7	(No)			
1	Large Knife						40	1
	swing	1d-1 cut	C,1	9	(6)	6		
	thrust	1d-1 imp	C	9	(6)	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	8.8 / 16.5	1	T(1)	5	6	-2		4		40	1
1	Sling	1d+1 pi	0	66 / 110	1	1(2)	7	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.

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ARMOR & POSSESSIONS				Cost	Weight
Qty	Item	Location			
1	Summer clothing			10	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	[40]
Advantages/Perks/TL/Languages/Cultural Familiarity	[53]
Disadvantages/Quirks	[-27]
Skills/Techniques	[34]
Other	[]

NOTES

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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.

Longshanks is OK, a bit full of himself sometimes, and he never stops to think, but his heart's in the right place.

Feline is a force of nature. She's half cat, and you're a little bit in love with her.