



CHARACTER SHEET

Name Brandon
 Ht Wt
 Appearance

Player
 Size Modifier 0 Age

Point Total 150
 Unspent Points 0

ST	10	[0]	HP	10	<small>CURRENT</small>	[0]
DX	13	[60]	Will	10		[0]
IQ	10	[0]	Per	10		[0]
HT	13	[30]	FP	13	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR 2	TL: 3 Cultural Familiarities [0]
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BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 7 [10] BASIC MOVE 7 [0]

PARRY 16 Staff	Reaction Modifiers Appearance: Status: +0 Other: +0
BLOCK 8 DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 7	Dodge 11
Light (1) = 2 x BL 40	BM x 0.8 5	Dodge - 1 10
Medium (2) = 3 x BL 60	BM x 0.6 4	Dodge - 2 9
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 8
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 7

SKILLS		
Name	Level	Relative Level
Brawling	13	DX+0 [1]
Shortsword	13	DX+0 [2]
Staff	20	DX+7 [28]
Thrown Weapon (Knife)	15	DX+2 [4]

ADVANTAGES AND PERKS
 Combat Reflexes [15]

DISADVANTAGES AND QUIRKS



CHARACTER SHEET
Brandon

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-3 cr	C	13 (10)				
	Bite	1d-3 cr	C	13 (No)				
	Kick	1d-2 cr	C,1	11 (No)				
4	Dagger	1d-3 imp	C	10 (8)	5	[1]	80	1
1	Quarterstaff						30	4

RANGED WEAPONS												Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
4	Dagger	1d-3 imp	0	5 / 10	1	T(1)	15	5	-1		4	80	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.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	Boots	feet	80	3
1	Heavy Leather Leggings	legs	60	4
1	Heavy Leather Sleeves	arms	50	2
1	Leather Armor	torso, groin	100	10
1	Leather Gloves	hands	30	0

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	Quarterstaff					30	4
	staff swing	1d+2 cr	1,2	20 (16) 7†			
	staff thrust	1d cr	1,2	20 (16) 7†			
	sword swing	1d+2 cr	1,2	8 (8) 9†			
	sword thrust	1d-1 cr	2	8 (8) 9†			
1	Shortsword					400	2
	swing	1d cut	1	13 (10) 8			
	thrust	1d-2 imp	1	13 (10) 8			