



CHARACTER SHEET

Name Character 1
 Ht Wt
 Appearance

Player
 Size Modifier 0 Age

Point Total 150
 Unspent Points 0

| | | | | | | |
|-----------|----|--------|-------------|----|------------------------|---------|
| ST | 11 | [10] | HP | 19 | <small>CURRENT</small> | [16] |
| DX | 14 | [80] | Will | 9 | | [-10] |
| IQ | 11 | [20] | Per | 12 | | [5] |
| HT | 12 | [20] | FP | 12 | <small>CURRENT</small> | [0] |

| | | | |
|---------------------------|---------------|----------------|-------|
| Languages | Spoken | Written | |
| English (Native Language) | (Native) | (Native) | [0] |

| | | |
|-----------|-------------------------------|-------|
| DR | TL: 3 | [0] |
| 0 | Cultural Familiarities | |
| | Western (Native) | [0] |

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6 [-10] BASIC MOVE 6 [0]

| | |
|--------------|--|
| PARRY | Reaction Modifiers |
| 10 | Appearance: |
| Karate | Status: +0 |
| BLOCK | Other: +0 |
| 10 | Conditional: +1 from 'Smooth Operator', -1 from 'Callous' when past victim, or has Empathy |
| Cloak | |

| ENCUMBRANCE | MOVE | DODGE |
|----------------------------------|--------------------|--------------------|
| None (0) = BL 24 | BM x 1 6 | Dodge 9 |
| Light (1) = 2 x BL 48 | BM x 0.8 4 | Dodge - 1 8 |
| Medium (2) = 3 x BL 72 | BM x 0.6 3 | Dodge - 2 7 |
| Heavy (3) = 6 x BL 144 | BM x 0.4 2 | Dodge - 3 6 |
| X-Heavy (4) = 10 x BL 240 | BM x 0.2 1 | Dodge - 4 5 |

| SKILLS | | | |
|--|-------|----------------|-------|
| Name | Level | Relative Level | |
| Acting | 13 | IQ+2 | [4] |
| Includes: +1 from 'Smooth Operator' | | | |
| Cloak | 15 | DX+1 | [4] |
| Current Affairs/TL3 (High Culture) | 11 | IQ+0 | [1] |
| Current Affairs/TL3 (Politics) | 12 | IQ+1 | [2] |
| Disguise/TL3 (Human) | 12 | IQ+1 | [4] |
| Holdout | 12 | IQ+1 | [4] |
| Interrogation | 12 | IQ+1 | [4] |
| Conditional: +1 from 'Callous' when you use threats or torture | | | |
| Karate | 14 | DX+0 | [4] |
| Knife | 16 | DX+2 | [4] |
| Savoir-Faire (High Society) | 12 | IQ+1 | [1] |
| Includes: +1 from 'Smooth Operator' | | | |
| Sex Appeal (Human) | 13 | HT+1 | [2] |
| Includes: +1 from 'Smooth Operator' | | | |
| Shadowing | 12 | IQ+1 | [4] |
| Shortsword | 15 | DX+1 | [4] |
| Stealth | 16 | DX+2 | [8] |
| Thrown Weapon (Knife) | 16 | DX+2 | [4] |

| ADVANTAGES AND PERKS | |
|------------------------------------|---------|
| Danger Sense | [15] |
| Single-Minded | [5] |
| Smooth Operator 1 | [15] |
| DISADVANTAGES AND QUIRKS | |
| Callous | [-5] |
| Destiny (Major) | [-10] |
| Gullibility (12 or less) | [-10] |
| Indecisive (12 or less) | [-10] |
| Loner (12 or less) | [-5] |
| Secret (Assassin) (Possible Death) | [-30] |



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HAND WEAPONS

| Qty | Weapon | Damage | Reach | Lvl(Pry)ST | Notes | Cost | Weight |
|-----|--------------|---------|-------|------------|-------|------|--------|
| | Bite | 1d-2 cr | C | 14 (No) | | | |
| | Karate Punch | 1d-1 cr | C | 14 (10) | | | |
| | Kick | 1d cr | C,1 | 12 (No) | | | |

RANGED WEAPONS

| Qty | Weapon | Damage | Acc | Range | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | Notes | Cost | Weight |
|-----|--------|--------|-----|-------|-----|-------|-----|----|------|-----|----|-------|------|--------|
| | | | | | | | | | | | | | | |

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.

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ARMOR & POSSESSIONS

| Qty | Item | Location | Cost | Weight |
|-----|------|----------|------|--------|
| | | | | |

CHARACTER NOTES

POINTS SUMMARY

| | |
|--|---------|
| Attributes/Secondary Characteristics | [131] |
| Advantages/Perks/TL/Languages/Cultural Familiarity | [35] |
| Disadvantages/Quirks | [-70] |
| Skills/Techniques | [54] |
| Other | [] |