



Name Riessedar Catha Player Andrew Point Total 150
 Ht 5'9" Wt 141 lbs. Size Modifier 0 Age 22 Unspent Points 0
 Appearance <http://chaos.randominsanity.org/dnd/new/Riessedar.jpg>

ST	11	[10]	HP	21	<small>CURRENT</small>	[20]
DX	14	[80]	Will	8		[-15]
IQ	11	[20]	Per	12		[5]
HT	12	[20]	FP	10	<small>CURRENT</small>	[-6]

Languages	Spoken	Written

DR 0	TL: 3 Cultural Familiarities	[0]
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BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6 [-10] BASIC MOVE 6 [0]

PARRY 10 Karate	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +1 from 'Smooth Operator', -1 from 'Callous' when past victim, or has Empathy
BLOCK 10 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	14	IQ+3	[8]
Includes: +1 from 'Smooth Operator'			
Cloak	15	DX+1	[4]
Current Affairs/TL3 (High Culture)	13	IQ+2	[4]
Current Affairs/TL3 (Politics)	12	IQ+1	[2]
Disguise/TL3 (Human)	13	IQ+2	[8]
Conditional: +1 from 'Disguise Kit'			
Holdout	12	IQ+1	[4]
Interrogation	12	IQ+1	[4]
Conditional: +1 from 'Callous' when you use threats or torture			
Karate	15	DX+1	[8]
Knife	16	DX+2	[4]
Savoir-Faire (High Society)	13	IQ+2	[2]
Includes: +1 from 'Smooth Operator'			
Sex Appeal (Human)	13	HT+1	[2]
Includes: +1 from 'Smooth Operator'			
Shadowing	12	IQ+1	[4]
Shortsword	14	DX+0	[2]
Stealth	16	DX+2	[8]
Thrown Weapon (Knife)	15	DX+1	[2]

ADVANTAGES AND PERKS	
Ambidexterity	[5]
Danger Sense	[15]
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]
Nightmares (12 or less)	[-5]
Secret (Assassin) (Possible Death)	[-30]



CHARACTER SHEET
Riessedar Catha

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Bite	1d-2 cr	C	14 (No)				
	Karate							
	Punch	1d cr	C	15 (10)				
	Kick	1d+1 cr	C,1	13 (No)				
3	Large Knife swing	1d-1 cut	C,1	16 (10)	6		120	3

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
3	Large Knife	1d-1 imp	0	8.8 / 16.5	1	T(1)	15	6	-2		4		120	3
1	Light Cloak	spcl.	1	2 / 2	1	T(1)	15	5	-4			[1]/[4]	20	2
6	Small Knife	1d-2 imp	0	5.5 / 11	1	T(1)	15	5	-1		4		180	3

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	Backpack, Small		60	3
1	Blanket		20	4
1	Disguise Kit		200	10
1	Leather Gloves	hands	30	0
1	Leather Jacket	arms, torso	50	4
1	Leather Leggings	legs	40	2
8	Traveler's Rations		16	4
1	Wineskin		10	.25

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[124]
Advantages/Perks/TL/Languages/Cultural Familiarity	[35]
Disadvantages/Quirks	[-75]
Skills/Techniques	[66]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
3	Large Knife					120	3
	swing	1d-1 cut	C,1	16 (10) 6			
	thrust	1d-1 imp	C	16 (10) 6	[1]		
6	Small Knife					180	3
	swing	1d-2 cut	C,1	16 (10) 5			
	thrust	1d-2 imp	C	16 (10) 5	[1]		