GURPS

CHARACTER SHEET

Name Paltar Longshanks Player Rob Conley Point Total 100
Ht Wt Size Modifier 0 Age Unspent Points 0
Appearance

				CURRENT		
ST	11	[10]	HP	11		[0]
DX	13	[60]	Will	10		[0]
IQ	10	[0]	Per	12		[10]
				CURRENT		
HT	10	[0]	FP	10		[0]

BASIC LIFT 24 DAMAGE Thr 1d Sw 2d-1
BASIC SPEED 6.25 [10] BASIC MOVE 6 [0]

ENCUMBRANCE / MOVE / DODGE

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

MOVEMENT	None	Light	Medium	Heavy	X-Heavy
Ground Move	6	4	3	2	1
Water Move	1.2	0	0	0	0

ADVANTAGES AND PERKS

Acute Vision 2	[4]
Fit	[5]
Striking ST 2	[10]

DISADVANTAGES AND QUIRKS

Code of Honor (Soldier's)	[-10]
Duty (Mage's Bodyguard) (9 or less (fairly often))	[-5]
Obsession (Rid City-State of Set) (Long-Term Goal) (12 or less)	[-10]
Sense of Duty (Comrades) (Small Group)	[-5]
Vow (always to tell the truth as he sees it) (Minor)	[-5]
_Unused Quirk 4	[-1]
_Unused Quirk 5	[-1]
Habit (Always Whittling)	[-1]
Horrible Hangovers	[-1]
Likes Trout	[-1]

Languages

Languages	Spoken	Written		
Home Country (Native Language)	(Native)	()	[0]	

DR

DR	
Eyes	0
Neck	0
Skull	6
Face	0
Torso	2
Groin	3/2*+2
Arms	4/2*
Hands	0
Legs	3/2*+2
Feet	2*

TL: 3 [0]
Cultural Familiarities
Home Country (Ghinorian) [0]

PARRY	
9	
Spear	
BLOCK	
10	
Shield (Shield)	

Reaction Modifiers

Appearance:
Status: +0
Other: +0
Conditional: +2 from 'Sense of Duty (Comrades)' when "in dangerous situations if Sense of Duty is known

SKILLS

Name	Level	Relative Level	
Area Knowledge (Hometown)	11	IQ+1	[2]
Artist (Woodworking)	8	IQ-2	[1]
Bow	13	DX+0	[2]
Fast-Draw (Arrow)	13	DX+0	[1]
Fast-Draw (Knife)	13	DX+0	[1]
First Aid/TL3 (Human)	10	IQ+0	[1]
Fishing	12	Per+0	[1]
Hiking	10	HT+0	[2]
Knife	13	DX+0	[1]
Navigation/TL3 (Land)	10	IQ+0	[2]
Shield (Shield)	14	DX+1	[3]
Spear	13	DX+0	[3]
Stealth	12	DX-1	[1]
Survival (Mountain)	11	Per-1	[1]
Survival (Swamp)	11	Per-1	[1]
Survival (Woodlands)	12	Per+0	[3]
Thrown Weapon (Knife)	13	DX+0	[1]
Thrown Weapon (Spear)	13	DX+0	[1]
Tracking	12	Per+0	[3]

Conditional: +2 from 'Acute Vision' when vision is a factor

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CHARACTER SHEET
Paltar Longshanks

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Bite	1d-1 cr	C	13 (No)				
	Kick	1d cr	C,1	11 (No)				
1	Large Knife						40	1
	swing	2d-3 cut	C,1	13 (8)	6			
	thrust	1d imp	C	13 (8)	6	[1]		
1	Medium Shield	1d cr	1	14 (No)	--	[2,3,4]	60	15

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	Large Knife	1d imp	0	10.4 / 19.5	1	T(1)	13	6	-2		4		40	1
1	Longbow	1d+2 imp	3	195 / 260	1	1(2)	13	11†	-8		4	[3]	200	3
2	Small Knife	1d-1 imp	0	6.5 / 13	1	T(1)	13	5	-1		4		60	1
1	Spear												40	4
	woomera	2d+2 imp	2	19.5 / 260	1	1(1)	9	7	-6		4			
	thrown	1d+3 imp	2	13 / 19.5	1	T(1)	13	9	-3		4			

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.

ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
20	Arrow		40	2
0	Backpack, Small		0	0
1	Blanket		20	4
1	Boots	feet	80	3
1	First Aid Kit		50	2
1	Heavy Leather Leggings	legs	60	4
1	Leather Armor	torso, groin	100	10
1	Mail Sleeves	arms	70	9
3	Money (Farthing)		3	.012
3	Money (Penny)		12	.012
1	Personal Basics		5	1
1	Pot-Helm	skull	100	5
1	Studded Leather Skirt	groin, legs	60	4

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[	90]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	19]
Disadvantages/Quirks	[	-40]
Skills/Techniques	[	31]
Other	[	]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Punch	1d-1 cr	C	13 (9)				
2	Small Knife						60	1
	swing	2d-4 cut	C,1	13 (8)	5			
	thrust	1d-1 imp	C	13 (8)	5	[1]		
1	Spear						40	4
	one-handed thrust	1d+2 imp	1*	13 (9)	9	[1]		
	two-handed thrust	1d+3 imp	1,2*	13 (9)	9†			