



Name **Brenda Smalls**
 Ht **Wt**
 Appearance

Player
 Size Modifier **0** Age

Point Total **125**
 Unspent Pts **0**

CHARACTER SHEET

ST	9 [-10]	HP	9 [0]	CURRENT
DX	11 [20]	Will	14 [0]	
IQ	14 [80]	Per	14 [0]	CURRENT
HT	9 [-10]	FP	10 [3]	

Languages	Spoken	Written

DR	TL: 8 [0]
0	Cultural Familiarities
Torso	

BASIC LIFT (ST>ST)/5 **16** DAMAGE Thr **1d-2** Sw **1d-1**
 BASIC SPEED **5** [0] BASIC MOVE **5** [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM × 1 5	Dodge 8
Light (1) = 2 × BL 32	BM × 0.8 4	Dodge -1 7
Medium (2) = 3 × BL 48	BM × 0.6 3	Dodge -2 6
Heavy (3) = 6 × BL 96	BM × 0.4 2	Dodge -3 5
X-Heavy (4) = 10 × BL 160	BM × 0.2 1	Dodge -4 4

Parry	Reaction Modifiers
8	
DX	
Block	
6	
DX	

Appearance:
Status: +0
Other: +0
Conditional: +3 from 'Animal Friend 3' when an animal, -2 from 'Odious Personal Habit 2 (Crazy clothes, worn unkempt)' when people notice your problem, +2 from 'Sense of Duty (Small Group; Companions)' when in dangerous situations if Sense of Duty is known.

ADVANTAGES AND PERKS	Points
Ally (25% of starting points; Black Cat; Constantly, *4; Minion, +50%; Non-Sapient, +0)	[6]
Animal Friend 3	[15]
Contact (Effective Skill 21; Wolf-form [Secret Advantage]; Accessibility, Full Moon Only, +2, -20%; Constantly, *4; Completely Reliable, *3; Secret, -50%)	[15]
Gizmo 3 (It's in my purse)	[15]
Precognition (Can't See Own Death, -60%; Nuisance Effect: ability makes you obvious, -5%; Reliable when children are nearby [limitation to unreliable modifier], +10%; Uncontrollable, non-destructive power, -10%; Unreliable/Activation, 11 or less, -20%)	[5]
Roll to glimpse future: 14	
Retrocognition (Nuisance Effect: ability makes you obvious, -5%; Reliable when children are nearby [limitation to unreliable modifier], +10%; Uncontrollable, non-destructive power, -10%; Unreliable/Activation, 11 or less, -20%)	[19]

SKILLS	Level	Relative	Points
Animal Handling (Canines)	16	IQ+2	[1]
Includes: +3 from 'Animal Friend 3'			
Animal Handling (Equines)	16	IQ+2	[1]
Includes: +3 from 'Animal Friend 3'			
Animal Handling (Felines)	16	IQ+2	[1]
Includes: +3 from 'Animal Friend 3'			
Animal Handling (Leporine)	16	IQ+2	[1]
Includes: +3 from 'Animal Friend 3'			
Animal Handling (Raptors)	16	IQ+2	[1]
Includes: +3 from 'Animal Friend 3'			
Animal Handling (Reptiles)	16	IQ+2	[1]
Includes: +3 from 'Animal Friend 3'			
Connoisseur (Antiques)	13	IQ-1	[1]
Cooking	13	IQ-1	[1]
Dancing (The Bus Stop, -1)	11	DX+0	[1]
Driving/TL8 (Automobile)	11	DX+0	[2]
First Aid/TL8	14	IQ+0	[1]
Conditional: +1 from 'First Aid Kit'			
Notes: Physiology Modifiers apply (p. B181):			
Similar: -2 to -4			
Very different: -5.			
Utterly alien: -6 or worse (GM's option).			
Machine: No roll possible!			
A successful roll against a suitable skill (usually Physiology (Race)) lets you avoid these penalties.			
Fortune-Telling (Visions)	13	IQ-1	[1]
Gardening	14	IQ+0	[1]
Meditation	13	Will-1	[2]
Musical Composition	12	IQ-2	[1]
Musical Instrument (Piano)	13	IQ-1	[2]
Scrounging	16	Per+2	[4]
Search	13	Per-1	[1]
Teaching	13	IQ-1	[1]

DISADVANTAGES AND QUIRKS	Points
Absent-Mindedness	[-15]
Oblivious (Socially Awkward)	[-5]
Odious Personal Habit 2 (Crazy clothes, worn unkempt)	[-10]
Pacifism (Reluctant Killer)	[-5]
Sense of Duty (Small Group; Companions)	[-5]
Unfit 1	[-5]
Wealth (Struggling)	[-10]
Gigantic purse, brings pets everywhere in purse	[-1]
Often forgets prophecies	[-1]
Reads omens from pet iguana	[-1]

HAND WEAPONS							Cost	Weight
Qty	Weapon	Lvl (Pry)	Damage	Reach	ST	Notes		
	Bite	11 (No)	1d-3 cr	C		[1]		
	Kick	9 (No)	1d-2 cr	C,1		[1]		
	Punch	11 (8)	1d-3 cr	C		[1]		
NOTES								
[1] Brawling (p. B182) increases all unarmed damage; Claws (p. B42) and Karate (p. B203) improve damage with punches and kicks (Claws don't affect damage with brass knuckles or boots); and Boxing (p. B182) improves punching damage.								

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Lvl	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes		

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. This and other GURPS forms may also be downloaded at www.sjgames.com/gurps/resources.

Copyright © 2004 Steve Jackson Games Incorporated. All rights reserved.

ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
1	First Aid Kit		50	2
Totals:			50	2

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[83]
Advantages/Perks/TL/Languages/Cultural Familiarity	[75]
Disadvantages/Quirks	[-58]
Skills/Techniques/Spells	[25]
Other	[]