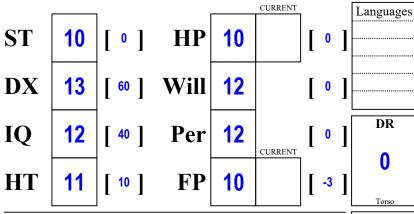
Player Malte Size Modifier 0 Age

Point Total **Unspent Pts**

Written

133 -8

CHARACTER SHEET



Compared to the content of the con		
		ſ,
Cultural Familiarities Cultural Familiarit		[]
DR TL: 8 [0 Cultural Familiarities [[.
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Cultural Familiarities [DR	TL: 8 [0]
l II		Cultural Familiarities
Ι ΙΙ	0	

Spoken

BASIC LIFT (ST×ST)/5 DAMAGE Thr 1d-2 Sw 20 1d 6 [0] BASIC MOVE **BASIC SPEED** 6 [0]

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

Parry **Reaction Modifiers**

9 **Appearance:**

DX

Block

Status: -1 Includes: -1 from 'Status 1 (Lowlife)'.

Other: +1 Includes: +1 from 'Charisma 1', +0 from 'Fast-Talk'. Conditional: +2 from 'Sense of Duty (Small Group; Companions)' when in dangerous situations if Sense of Duty is known, -1 from 'Social Stigma 1 (Convicted Felon)'.

ADVANTAGES AND PERKS	
Charisma 1	[5]
Flexibility	[5]
Hard to Subdue 2	[4]
High Manual Dexterity 1	[5]
Disarming Smile	[1]
Signature Gear (silver throwing weapons)	[1]
DISADVANTAGES AND QUIRKS	
Laziness	[-10]
Pacifism (Self-Defense Only)	[-15]
Sense of Duty (Small Group; Companions)	[-5]
Social Stigma 1 (Convicted Felon)	[- 5]

Signature Gear (silver throwing weapons)	[1]
DISADVANTAGES AND QUIRKS	
Laziness	[-10]
Pacifism (Self-Defense Only)	[-15]
Sense of Duty (Small Group; Companions)	[-5]
Social Stigma 1 (Convicted Felon)	[-5]
Status 1 (Lowlife)	[-5]
Wealth (Struggling)	[-10]
Congenial	[-1]
Dislikes Children	[-1]
Dreamer	[-1]

SKILLS										
Skill	Level	Relative	Points							
Acting	12	IQ+0	[2]							
Bicycling	13	DX+0	[1]							
Body Language	12	Per+0	[2]							
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!	. (5.)	· · · · · · · · · · · · · · · · · · ·								
A successful roll against a suitable skill (usually Physiol	logy (Race)) lets you avoid	tnese							
penalties.	4.5	DV 0	г 4 1							
Brawling	15	DX+2	[4]							
Roll to Punch: 15, Roll to Bite: 15, Roll to Kick:		LIT	г 4 ј							
Carousing	11	HT+0								
Cloak	14	DX+1	[4]							
Dancing (The Hustle)	12	DX-1	1 1							
Driving/TL8 (Automobile)	12	DX-1	<u>[1]</u>							
Escape	15	DX+2	[2]							
Includes: +3 from 'Flexibility'										
Fast-Draw (Knife)	14	DX+1	[2]							
Fast-Talk	15	IQ+3	[12]							
Conditional: +1 from 'Charisma 1' when making I	nfluence r	olls								
Gambling	12	IQ+0	[2]							
Hobby Skill (Juggling)	13	DX+0	[1]							
Holdout	12	IQ+0	[2]							
Knife	13	DX+0	[1]							
Performance (Stage Magician)	12	IQ+0	[1]							
Sleight of Hand	13	DX+0	[4]							
Conditional: +1 from 'High Manual Dexterity 1' w	hen perfo	rming DX-ba	sed tasks							
Slip Handcuffs (Escape)	13		[4]							
Streetwise	12	IQ+0	[2]							

12

16

DX-1

DX+3

Conditional: +1 from 'Charisma 1' when making Influence rolls

Throwing

Thrown Weapon (Knife)

HAND WEAPONS						1	
Qty Weapon	Lvl (Pry)	Damage	Reach	ST	Notes	Cost	Weight
Brawling							
-Punch	15 (10)	1d-2 cr	С			T	
-Bite	15 (No)	1d-2 cr	С				
^L Kick	13 (No)	1d-1 cr	C,1		[1]		
2 Hungamunga (Fine Quality, +9 CF)						800	2
-Swing	11 (7)	1d-1 cut	C,1	6	[2]		
-Thrust	11 (7)	1d-1 imp	С	6	[2]		
10 Small Throwing Knife (Fine Quality, +3 CF)						1200	5
-Swing	11 (7)	1d-2 cut	C,1	5	[2]		
L Thrust	11 (7)	1d-2 imp	С	5	[2]		
NOTES	()	•			• •		
[1] If you miss with a kick, roll vs. DX to avoid falling.							
[2] Not balanced for melee combat! Includes -2 to Hit/-1 Parry							

Not balanced for melee combat! Includes -2 to Hit/-1 Parry.

												· ——	
RA	NGED WEAPONS												
Qt	y Weapon	Lvl	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rc	Notes	Cost	Weight
1	Heavy Cloak	14	spec.	1	2	1	T(1)	8	-6	-	[1]	50	5
2	Hungamunga (Fine Quality, +9 CF)	16	1d cut	1	8 / 15	1	T(1)	6	-3	-	[2]	800	2
10	Small Throwing Knife (Fine Quality, +3 CF)	16	1d-2 imp	1	8 / 15	1	T(1)	5	0	-	[2]	1200	5
	TES May entangle or ensnare the Not balanced for males cor				ons (pp. B410-4	11) and Clo	aks (p. B4	04).					

[2] Not balanced for melee combat! Includes -2 to Hit/-1 Parry.

SPEED/RANGE TABLE		HIT LOCATION	ARMOR & POSSESSIONS		
For complete	table, see p. 550.	Modifier Location	Qty Item Location	Cost	Weight
Speed/	Linear	0 Torso			
Range	Measurement	-2 Arm/Leg			
Modifier	(range/speed)	-3 Groin			
0	2 yd or less	-4 Hand			
-1	3 yd	-5 Face			
-2	5 yd	-5 Neck			
-3	7 yd	-7 Skull			
-4	10 yd	Imp or Pi attacks can			
-5	15 yd	target vitals at -3 or			
-6	20 yd	eyes at -9.			
-7	30 yd	-7			
-8	50 yd	This sheet printed from GURPS			
-9	70 yd	Character Assistant. This and			
-10	100 yd	other GURPS forms may also be			
-11	150 yd	downloaded at www.sjgames.com \gurps\resources.			
-12	200 yd	g. I			
-13	300 yd	Copyright © 2004 Steve Jackson			
-14	500 yd	Games Incorporated. All rights reserved.			
-15	700 yd				
POINTS SU	JMMARY				
Attributes/S	econdary Character	istics [107]			
Advantages/Perks/TL/Languages/Cultural [21]					
Familiarity Disadvantag	ac/Ouirks	[-53]			
Skills/Techr	iques/Spells	[58]		1	

Other