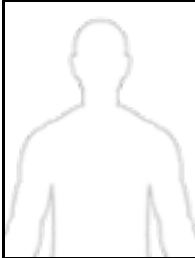


Portrait	Identity		Player Information		225 Points	
	Name:	Charles Corday	Player:	dvberkel	Race:	0
	Title:		Campaign:	Shepherds	Attributes:	20
	Religion:		Created On:	Mar 28, 2017	Advantages:	186
	Description				Disadvantages:	-40
	Race:	Human	Height:	5' 11"	Quirks:	0
	Gender:	Male	Weight:	160 lb	Skills:	60
	Age:	37	Size:	+ 0	Spells:	0
	Birthday:	6 May	TL:	3	Earned:	-1

Attributes	Encumbrance, Move & Dodge				Hit Location				Fatigue/Hit Points
Strength (ST): <b>7</b>	Level	Max Load	Move	Dodge	Roll	Where	-	DR	Current FP: _____
Dexterity (DX): <b>11</b>	None (0)	<b>9.8 lb</b>	<b>6</b>	<b>11</b>	-	Eye	-9	<b>0</b>	Basic FP: <b>9</b>
Intelligence (IQ): <b>12</b>	• Light (1)	<b>19.6 lb</b>	<b>4</b>	<b>10</b>	3-4	Skull	-7	<b>2</b>	Tired: <b>2</b>
Health (HT): <b>9</b>	Medium (2)	<b>29.4 lb</b>	<b>3</b>	<b>9</b>	5-5	Face	-5	<b>0</b>	Collapse: <b>0</b>
Will: <b>15</b>	Heavy (3)	<b>58.8 lb</b>	<b>2</b>	<b>8</b>	6-7	Right Leg	-2	<b>0</b>	Unconscious: <b>-9</b>
Fright Check: <b>17</b>	X-Heavy (4)	<b>98 lb</b>	<b>1</b>	<b>7</b>	8-8	Right Arm	-2	<b>0</b>	Current HP: _____
Basic Speed: <b>5</b>	Lifting & Moving Things				9-10	Torso	0	<b>0</b>	Basic HP: <b>8</b>
Basic Move: <b>6</b>	Basic Lift:	<b>9.8 lb</b>			11-11	Groin	-3	<b>0</b>	Reeling: <b>2</b>
Perception: <b>14</b>	One-Handed Lift:	<b>19.6 lb</b>			12-12	Left Arm	-2	<b>0</b>	Collapse: <b>0</b>
Vision: <b>14</b>	Two-Handed Lift:	<b>78.4 lb</b>			13-14	Left Leg	-2	<b>0</b>	Check #1: <b>-8</b>
Hearing: <b>14</b>	Shove & Knock Over:	<b>117.6 lb</b>			15-15	Hand	-4	<b>0</b>	Check #2: <b>-16</b>
Taste & Smell: <b>14</b>	Running Shove & Knock Over:	<b>235.2 lb</b>			16-16	Foot	-4	<b>0</b>	Check #3: <b>-24</b>
Touch: <b>14</b>	Carry On Back:	<b>147 lb</b>			17-18	Neck	-5	<b>0</b>	Check #4: <b>-32</b>
thr: <b>1d-3</b> sw: <b>1d-2</b>	Shift Slightly:	<b>490 lb</b>			-	Vitals	-3	<b>0</b>	Dead: <b>-40</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Advantages</b>	<b>186</b>		<b>Assassin</b>			<b>26</b>	
<b>Ambidexterity</b>	<b>5</b>	<b>B39</b>	<b>Acting</b>	<b>11</b>	<b>IQ-1</b>	<b>1</b>	<b>B174</b>
<b>Charisma 3</b>	<b>15</b>	<b>B41</b>	Default: Public Speaking - 5				
<b>Combat Reflexes</b>	<b>15</b>	<b>B43</b>	<b>Climbing</b>	<b>15</b>	<b>DX+5</b>	<b>1</b>	<b>B183</b>
Never freeze; +6 on all IQ rolls to wake up or to recover from surprise or mental stun; Your side gets +1 to initiative rolls (+2 if you're the leader)			<b>Detect Lies</b>	<b>12</b>	<b>Per-2</b>	<b>1</b>	<b>B187</b>
<b>Enhanced Block</b>	<b>5</b>	<b>B51</b>	<b>Disguise/TL3</b>	<b>9</b>	<b>IQ-3</b>	<b>1</b>	<b>B187</b>
<b>Enhanced Dodge</b>	<b>15</b>	<b>B51</b>	Default: Makeup/TL3 - 3				
<b>Enhanced Parry (All parries) 2</b>	<b>20</b>	<b>B51</b>	<b>Escape</b>	<b>19</b>	<b>DX+8</b>	<b>1</b>	<b>B192</b>
<b>Extra Hit Points 1</b>	<b>2</b>	<b>B16</b>	<b>Filch</b>	<b>12</b>	<b>DX+1</b>	<b>4</b>	<b>B195</b>
<b>Fit</b>	<b>5</b>	<b>B55</b>	<b>Holdout</b>	<b>11</b>	<b>IQ-1</b>	<b>1</b>	<b>B200</b>
+1 to all HT rolls to stay conscious, avoid death, resist disease, resist poison; recover FP at twice the normal rate (but not FP spent for spells or psi powers)			<b>Interrogation</b>	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>B202</b>
<b>Flexibility (Double-Jointed)</b>	<b>15</b>	<b>B56</b>	Default: Intimidation - 3				
<b>Hard to Kill 1</b>	<b>2</b>	<b>B58</b>	<b>Intimidation</b>	<b>14</b>	<b>Will-1</b>	<b>1</b>	<b>B202</b>
<b>Hard to Subdue 1</b>	<b>2</b>	<b>B59</b>	<b>Knot-Tying</b>	<b>11</b>	<b>DX+0</b>	<b>1</b>	<b>B203</b>
<b>High Pain Threshold</b>	<b>10</b>	<b>B59</b>	Default: Climbing - 4				
Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture			<b>Lockpicking/TL3</b>	<b>11</b>	<b>IQ-1</b>	<b>1</b>	<b>B206</b>
<b>Increased Basic Move 1</b>	<b>5</b>	<b>B17</b>	<b>Makeup/TL3</b>	<b>12</b>	<b>IQ+0</b>	<b>1</b>	<b>B206</b>
<b>Increased Basic Speed</b>	<b>0</b>	<b>B17</b>	<b>Observation</b>	<b>13</b>	<b>Per-1</b>	<b>1</b>	<b>B211</b>
<b>Increased Perception 2</b>	<b>10</b>	<b>B16</b>	<b>Pickpocket</b>	<b>10</b>	<b>DX-1</b>	<b>2</b>	<b>B213</b>
<b>Increased Will 3</b>	<b>15</b>	<b>B16</b>	Default: Filch - 5				
<b>Luck</b>	<b>15</b>	<b>B66</b>	<b>Poisons/TL3</b>	<b>10</b>	<b>IQ-2</b>	<b>1</b>	<b>B214</b>
Usable once per hour of play			<b>Search</b>	<b>13</b>	<b>Per-1</b>	<b>1</b>	<b>B219</b>
<b>Night Vision 5</b>	<b>5</b>	<b>B71</b>	<b>Sleight of Hand</b>	<b>10</b>	<b>DX-1</b>	<b>2</b>	<b>B221</b>
<b>Perfect Balance</b>	<b>15</b>	<b>B74</b>	Default: Filch - 5				
<b>Slippery 5</b>	<b>10</b>	<b>B85</b>	<b>Slip Handcuffs (Escape)</b>	<b>15</b>	<b>-4</b>	<b>2</b>	<b>B233</b>
			Default: Escape - 5				
			<b>Streetwise</b>	<b>11</b>	<b>IQ-1</b>	<b>1</b>	<b>B223</b>
			<b>Tracking</b>	<b>13</b>	<b>Per-1</b>	<b>1</b>	<b>B226</b>
			<b>General</b>			<b>8</b>	
			<b>Captivate</b>	<b>13</b>	<b>Will-2</b>	<b>1</b>	<b>B191</b>
			<b>Diplomacy</b>	<b>10</b>	<b>IQ-2</b>	<b>1</b>	<b>B187</b>
			<b>Leadership</b>	<b>14</b>	<b>IQ+2</b>	<b>1</b>	<b>B204</b>
			<b>Persuade</b>	<b>13</b>	<b>Will-2</b>	<b>1</b>	<b>B191</b>

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
<b>Disadvantages</b>	<b>-40</b>		<b>Public Speaking</b>	14	IQ+2	1	B216
<b>Callous</b>	-5	B125	<b>Running</b>	9	HT+0	2	B218
<b>Gluttony</b> CR: 12 (Resist Quite Often).	-5	B137	<b>Suggest</b>	13	Will-2	1	B191
<b>Insomniac (Mild)</b> GM secretly rolls 3d for the number of days between episodes	-10	B140	<b>Melee</b>			26	
<b>Kleptomania</b> CR: 12 (Resist Quite Often).	-15	B141	<b>Blowpipe</b>	10	DX-1	2	B180
<b>Skinny</b> -2 ST vs. knockback	-5	B18	<b>Boxing</b>	10	DX-1	1	B182
			<b>Cloak</b>	10	DX-1	1	B184
			<b>Crossbow</b>	12	DX+1	2	B186
			<b>Disarming (Knife)</b> Default: Knife	13	+1	2	B230
			<b>Fast-Draw (Knife)</b>	12	DX+1	1	B194
			<b>Feint (Knife)</b> Default: Knife	12	+0	1	B231
			<b>Garrote</b>	12	DX+1	2	B197
			<b>Ground Fighting (Knife)</b> Default: Knife - 4	11	-1	4	B231
			<b>Judo</b> Allows parrying two different attacks per turn, one with each hand.	9	DX-1	2	B203
			<b>Knife</b>	12	DX+1	2	B208
			<b>Rapier</b>	11	DX+0	2	B208
			<b>Thrown Weapon (Dart)</b>	12	DX+1	2	B226
			<b>Thrown Weapon (Knife)</b>	12	DX+1	2	B226

Melee Weapons	Usage	Lvl	Parry	Block	Damage	Reach	ST
<b>Garrote</b>		12	No	No	see B405	C	
<b>Large Knife</b>	Swung	12	11	No	1d-4 cut	C,1	6
<b>Large Knife</b>	Thrust	12	11	No	1d-3 imp	C	6
<b>Light Cloak</b>		11	No	11	-	-	-
<b>Natural</b>	Kick	9	No		1d-3 cr	C,1	
<b>Natural</b>	Kick w/Boots	9	No		1d-2 cr	C,1	
<b>Natural</b>	Punch	11	11		1d-4 cr	C	
<b>Rapier</b>	Thrust	9	11F	No	1d-2 imp	1,2	9
<b>Small Knife</b>	Swung	12	11	No	1d-5 cut	C,1	5
<b>Small Knife</b>	Thrust	12	11	No	1d-4 imp	C	5

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
<b>Blowpipe</b>		10	1	1d-3 pi-	28	1	1(2)	-6		2
<b>Crossbow (ST10)</b>		9	4	1d+2 imp	200/250	1	1(4)	-6		10†
<b>Large Knife</b>	Thrown	12	+0	1d-3 imp	5/10	1	T(1)	-2		6
<b>Light Cloak</b>	Thrown	10	+1	Special	2	1	T(1)	-4		5
<b>Small Knife</b>	Thrown	12	+0	1d-4 imp	3/7	1	T(1)	-1		5

#	?	Equipment (17.312 lb; \$1,497.1)	\$	W	\$	W	Ref
1	E	<b>Backpack, Small</b>	60	3 lb	710	4.002 lb	B288
1	E	<b>5 pt Powerstone (charge: 5)</b>	595	0.002 lb	595	0.002 lb	M20
1	E	<b>Lockpicks</b> Basic equipment for Lockpicking skill	50	0 lb	50	0 lb	B289
1	E	<b>Personal Basics</b> Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb	5	1 lb	B288
1	E	<b>Invisibillity Ring</b>	0	0 lb	0	0 lb	
1	E	<b>Blowpipe</b>	30	1 lb	30	1 lb	B275
1	E	<b>Blowpipe Darts</b>	0.1	0.05 lb	0.1	0.05 lb	B276
1	E	<b>Crossbow (ST10)</b>	165	6 lb	165	6 lb	B276
1	E	<b>Garrote</b>	2	0.01 lb	2	0.01 lb	B272

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