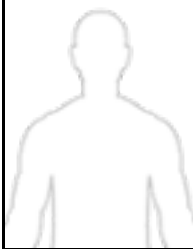


Portrait	Identity		Player Information		215 Points	
	Name:	Charles Corday	Player:	dvberkel	Race:	0
	Title:		Campaign:	Shepherds	Attributes:	20
	Religion:		Created On:	Mar 28, 2017	Advantages:	176
	Description				Disadvantages:	-40
	Race:	Human	Height:	5' 11"	Hair:	Brown, Curly, Long
	Gender:	Male	Weight:	160 lb	Eyes:	Green
	Age:	37	Size:	+ 0	Skin:	White
	Birthday:	6 May	TL:	3	Hand:	Ambidextrous
					Spells:	0
					Earned:	-1

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

Advantages & Disadvantages	Pts	Ref	Skills	SL	RSL	Pts	Ref
Advantages	176		Assassin			26	
Ambidexterity	5	B39	Acting	11	IQ-1	1	B174
Charisma 3	15	B41	Default: Public Speaking - 5				
Combat Reflexes	15	B43	Climbing	15	DX+5	1	B183
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)			Detect Lies	11	Per-2	1	B187
Enhanced Block	5	B51	Disguise/TL3	9	IQ-3	1	B187
Enhanced Dodge	15	B51	Default: Makeup/TL3 - 3				
Enhanced Parry (All parries) 2	20	B51	Escape	19	DX+8	1	B192
Extra Hit Points 1	2	B16	Filch	12	DX+1	4	B195
Fit	5	B55	Holdout	11	IQ-1	1	B200
+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)			Interrogation	12	IQ+0	1	B202
Flexibility (Double-Jointed)	15	B56	Default: Intimidation - 3				
Hard to Kill 1	2	B58	Intimidation	14	Will-1	1	B202
Hard to Subdue 1	2	B59	Knot-Tying	11	DX+0	1	B203
High Pain Threshold	10	B59	Default: Climbing - 4				
Never suffer shock penalties when injured; +3 on all HT rolls to avoid knockdown and stunning; +3 to resist torture			Lockpicking/TL3	11	IQ-1	1	B206
Increased Basic Move	0	B17	Makeup/TL3	12	IQ+0	1	B206
Increased Basic Speed	0	B17	Observation	12	Per-1	1	B211
Increased Perception 1	5	B16	Pickpocket	10	DX-1	2	B213
Increased Will 3	15	B16	Default: Filch - 5				
Luck	15	B66	Poisons/TL3	10	IQ-2	1	B214
Usable once per hour of play			Search	12	Per-1	1	B219
Night Vision 5	5	B71	Sleight of Hand	10	DX-1	2	B221
Perfect Balance	15	B74	Default: Filch - 5				
Slippery 5	10	B85	Slip Handcuffs (Escape)	15	-4	2	B233
			Default: Escape - 5				
			Streetwise	11	IQ-1	1	B223
			Tracking	12	Per-1	1	B226
			General			8	
			Captivate	13	Will-2	1	B191
			Diplomacy	10	IQ-2	1	B187
			Leadership	14	IQ+2	1	B204
			Persuade	13	Will-2	1	B191

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

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

Ranged Weapons	Usage	Lvl	Acc	Damage	Range	RoF	Shots	Bulk	Rcl	ST
Blowpipe		10	1	1d-3 pi-	28	1	1(2)	-6		2
Crossbow (ST10)		9	4	1d+2 imp	200/250	1	1(4)	-6		10†
Large Knife	Thrown	12	+0	1d-3 imp	5/10	1	T(1)	-2		6
Light Cloak	Thrown	10	+1	Special	2	1	T(1)	-4		5
Small Knife	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	Backpack, Small	60	3 lb	710	4.002 lb	B288
1	E	5 pt Powerstone (charge: 5)	595	0.002 lb	595	0.002 lb	M20
1	E	Lockpicks Basic equipment for Lockpicking skill	50	0 lb	50	0 lb	B289
1	E	Personal Basics 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	Invisibillity Ring	0	0 lb	0	0 lb	
1	E	Blowpipe	30	1 lb	30	1 lb	B275
1	E	Blowpipe Darts	0.1	0.05 lb	0.1	0.05 lb	B276
1	E	Crossbow (ST10)	165	6 lb	165	6 lb	B276
1	E	Garrote	2	0.01 lb	2	0.01 lb	B272

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