

Name Sharleen "Big Sheila" Shorrocks Player
 Ht 5'10" Wt 155 lbs. Size Modifier 0 Age 22

Point Total 50
 Unspent Points 0

Notes A moderately brawny but definitely quick Fourecksian who is comfortable in the role of bouncer.

ST	10	[0]	HP	10	[0]
DX	12	[40]	Will	10	[0]
IQ	10	[0]	Per	10	[0]
HT	11	[10]	FP	11	[0]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

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

ADVANTAGES AND PERKS

Fearlessness 2	[4]
Improvised Weapons (Axe/Mace)	[1]
Improvised Weapons (Brawling)	[1]

DISADVANTAGES AND QUIRKS

Impulsiveness (15 or less)	[-5]
Overconfidence (12 or less)	[-5]
Status -1	[-5]
Wealth (Struggling)	[-10]
Congenial	[-1]

MP			Magery:	[]
			Staff:	[]

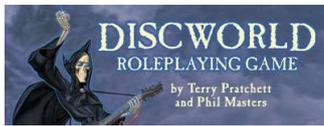
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [0]

DR	TL: 4 [0]
1	Cultural Familiarities Sto Plains/Uberwald (Native) [0]

PARRY	Reaction Modifiers
9	Appearance: Status: -1; Includes: -1 from 'Status'
DX	Other: +0
BLOCK	Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -1 from 'Impulsiveness' when from sensible people, when impulsiveness is observed
7	
DX	

SKILLS

Name	Level	Relative Level
Axe/Mace	11	DX-1 [1]
Parry: 8		
Brawling	13	DX+1 [2]
Parry: 9		
Carousing	13	HT+2 [4]
Fast-Talk	9	IQ-1 [1]
Hiking	12	HT+1 [4]
Intimidation	11	Will+1 [4]
Scrounging	11	Per+1 [2]
Thrown Weapon (Axe/Mace)	12	DX+0 [1]
Urban Survival	9	Per-1 [1]



Sharleen "Big Sheila" Shorrocks

HAND WEAPONS							
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
1	Boots (included in Armour)	1d-1 cr	C,1	11 (No)		0	0
1	Brass Knuckles Brawling	1d-2 cr	C	13 (9)	[1]	.5	.25
	Punch	1d-3 cr	C	13 (9)			
	Bite	1d-3 cr	C	13 (No)			
	Kick	1d-2 cr	C,1	11 (No)			
2	Small Mace	1d+2 cr	1	11 (8U) 10	[1]	3.5	6

RANGED WEAPONS													
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No	Cost	Weight
2	Small Mace	1d+2 cr	1	10 / 15	1	T(1)	12	10	-3			3.5	6

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 © 2013 Steve Jackson Games Incorporated. All rights reserved.

ARMOR & POSSESSIONS				
Qty	Item	Location	Cost	Weight
1	Personal Basics		.25	1
1	Very Light Armour	full suit, skull	7.5	9

APPEARANCE

POINTS SUMMARY	
Attributes/Secondary Characteristics	[50]
Advantages/Perks/TL/Languages/Cultural Familiarity	[6]
Disadvantages/Quirks	[-26]
Skills/Standardised Spells	[20]
Other	[]