

Name Michel the Mixologist

Player

Point Total 50

Ht 6'0"

Wt 140 lbs.

Size Modifier 0 Age 29

Unspent Points 0

Notes A not-very-successful young alchemist who has landed as a job as a cocktail mixer "as a stopgap", but quite enjoys the experimental side of the job.

ST	10	[0]	HP	10	CURRENT	[0]	MP	CURRENT		Magery:	[]	
									Staff:	[]		
DX	10	[0]	Will	12		[0]	Languages Classical Latatian (Semi-Lite [1] Morporkian (Native) (Native) (Native) [0] Language)					
IQ	12	[40]	Per	12		[0]	Spoken Written					
HT	10	[0]	FP	10	CURRENT	[0]	DR 0 TL: 4 [0] Cultural Familiarities Sto Plains/Uberwald (Native) [0]					

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

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

PARRY		Reaction Modifiers	
9	DX	Appearance:	
BLOCK		Status: +0	
7	DX	Other: +0	
		Conditional: -1 from 'Curious' when excessive curiosity observed	

ADVANTAGES AND PERKS

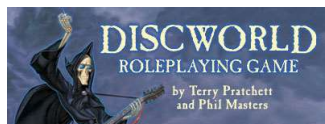
Combat Reflexes [15]
 Resistant (Poison) (Common) (+3) [5]

DISADVANTAGES AND QUIRKS

Bad Sight (Nearsighted) (Glasses) [-10]
 Curious (12 or less) [-5]
 Wealth (Struggling) [-10]
 Disturbing laugh when performing alchemy. [-1]
 Likes drinks that emit lots of smoke [-1]

SKILLS

Name	Level	Relative Level
Alchemy/TL4	12	IQ+0 [8]
Explosives/TL4 (Demolition)	12	IQ+0 [2]
Explosives/TL4 (Fireworks)	12	IQ+0 [2]
First Aid/TL4 (Human)	12	IQ+0 [1]
Conditional: +1 from 'First Aid Kit'		
Professional Skill (Bartender)	11	IQ-1 [1]
Research/TL4	11	IQ-1 [1]
Scrounging	12	Per+0 [1]



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HAND WEAPONS**Qty Weapon**

Bite

Kick

Punch

Damage

1d-3 cr

1d-2 cr

1d-3 cr

Reach

C

C,1

C

Lvl(Pry)ST

10 (No)

8 (No)

10 (9)

Notes**Cost****Weight****RANGED WEAPONS****Qty Weapon****Damage****Acc****Range****RoF****Shots****Lvl****ST****Bulk****Rcl****LC****No****Cost****Weight****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.

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ARMOR & POSSESSIONS**Qty Item****Location**

- 1 Clockwork Pocket-Watch
- 1 First Aid Kit
- 1 Matches
- 1 Ordinary Clothes (Status +0)
- 1 Portable Explosives Tool Kit

Cost**Weight**

- 2.5 .25
- 2.5 2
- .2 0
- 6 2
- 30 20

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[40]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[21]
Disadvantages/Quirks	[-27]
Skills/Standardised Spells	[16]
Other	[]