

Name Danny the Rabbit

Player

Point Total 50

Ht 5'8"

Wt 130 lbs.

Size Modifier 0 Age 22

Unspent Points 0

Notes A somewhat scrawny but actually wiry and pleasant-looking Fourecksian who does well as a bartender because he finds most things interesting.

ST	10	[ 0 ]	HP	10	CURRENT	[ 0 ]	MP	CURRENT	CURRENT	Magery:	[ ]
								Staff:	[ ]		
DX	10	[ 0 ]	Will	12		[ 0 ]	Languages	Spoken		Written	
								Morporkian (Native Language)	(Native)	(Native)	[ 0 ]
IQ	12	[ 40 ]	Per	12		[ 0 ]	DR	TL: 4		[ 0 ]	
								0	Cultural Familiarities		[ 0 ]
HT	11	[ 10 ]	FP	11	CURRENT	[ 0 ]	PARRY	Reaction Modifiers			
								8	Appearance: +1/+1		

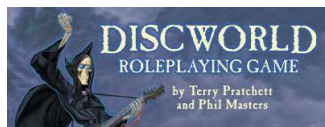
BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d  
BASIC SPEED 5.25 [ 0 ] BASIC MOVE 5 [ 0 ]

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		
Appearance (Attractive)	[ 4 ]	
Alcohol Tolerance	[ 1 ]	

DISADVANTAGES AND QUIRKS		
Chummy	[ -5 ]	
Curious (12 or less)	[ -5 ]	
Status -1	[ -5 ]	
Wealth (Struggling)	[ -10 ]	
Broad-Minded	[ -1 ]	

SKILLS		
Name	Level	Relative Level
Carousing	13	HT+2 [ 4 ]
Diplomacy	12	IQ+0 [ 4 ]
Hiking	12	HT+1 [ 4 ]
Jumping	11	DX+1 [ 2 ]
Professional Skill (Bartender)	11	IQ-1 [ 1 ]
Scrounging	13	Per+1 [ 2 ]
Sex Appeal (Human)	11	HT+0 [ 1 ]
Includes: +1 from 'Appearance'		
Singing	11	HT+0 [ 1 ]
Streetwise	12	IQ+0 [ 2 ]



Danny the Rabbit

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	10 (No)				
	Kick	1d-2 cr	C,1	8 (No)				
	Punch	1d-3 cr	C	10 (8)				
1	Small Knife						1.5	.5
	Swing	1d-3 cut	C,1	6 (5)	5			
	Thrust	1d-3 imp	C	6 (5)	5	[1]		

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	6	5	-1				1.5	.5

**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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reserved.**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
1	Ordinary Clothes (Status -1)		3	2
1	Personal Basics		.25	1

**APPEARANCE****POINTS SUMMARY**

Attributes/Secondary Characteristics	[	50	]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	5	]
Disadvantages/Quirks	[	-26	]
Skills/Standardised Spells	[	21	]
Other	[		]