

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

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]

MP			Magery: []
			Staff: []

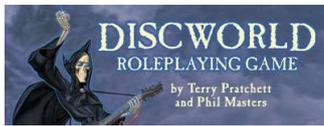
Languages	Spoken	Written
Classical Latatian		(Semi-Lite [1]
Morporkian (Native Language)	(Native)	(Native) [0]

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

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

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]



Michel the Mixologist

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 (9)			

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	Cost	Weight
1 Clockwork Pocket-Watch		2.5	.25
1 First Aid Kit		2.5	2
1 Matches		.2	0
1 Ordinary Clothes (Status +0)		6	2
1 Portable Explosives Tool Kit		30	20

APPEARANCE

POINTS SUMMARY

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