

GURPS

CHARACTER SHEET

Name: Tzitzime

Race: Human

Appearance: Large, ugly humanoids, with claws instead of hands and feet, dirty, disheveled hair, and skeletal mouths and jaws. Wear earrings made of human hands and hearts.

Player: NPC monster

Ht: 6'

Wt: 55 lbs.

Age: ???

Spent: 291

Unspent: 0

ST 15	[50]	HP 23	[16]	Basic Speed 7	[0]
DX 15	[100]	Will 11	[15]	Basic Move 7	[0]
IQ 8	[-40]	Per 11	[15]	BL 45 lb	(ST×ST)/5
HT 13	[30]	FP 13	[0]	Thr 1d+1	Sw 2d+1
TL 6	[0]	SM +0			

Vision 11	Taste/Smell 11	High Jump 2.67 ft
Hearing 11	Fright Check 11	
Touch 11	Broad Jump 3.67 yd	

HP 7, 0, -23, -46, -69, -92, -115 FP 4, 0, -13

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	45 lb	90 lb	135 lb	270 lb	450 lb
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	10	9	8	7	6

PARRY	PARRY	BLOCK	DODGE	DR
	10		10	0+5
	DX		None	Torso

REACTION MODIFIERS	
Appearance: -6*	* Includes: -6 from 'Appearance'
Status: +0	
Other: +0†	† Conditional: -3 from 'Odious Personal Habit (Eats Humans)' when people notice your problem

CULTURAL FAMILIARITIES	
Name	Pts
Ancient Mesoamerican (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
Nahuatl (Native)	Native	Native	[0]

ADVANTAGES	
Name	Pts
Claws (Sharp Claws)	[5]
Corrosion Attack (Touch of Cosmic Destruction) 3 (Affects Insubstantial; Costs Fatigue (+2); Melee Attack: Reach C)	[24]
Reach: C, Roll: 15 (DX+0)	
Damage Resistance 5	[25]
Doesn't Breathe	[20]
Doesn't Sleep	[20]
Extra Attack 1	[25]
Teeth (Sharp Teeth)	[1]
Terror 1 (Always On)	[24]
Unaging	[15]
Walk on Air	[20]

DISADVANTAGES	
Name	Pts
Appearance (Horrific)	[-24]
Bloodlust (12 or less)	[-10]
Dependency (Mana) (Very Common) (Constantly)	[-25]
Feature: Susceptible to True Faith, Exorcism, etc.	[0]
Odious Personal Habit (Eats Humans) -3	[-15]

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		[186]
Advantages, Perks		[179]
Disadvantages, Quirks		[-74]
Skills, Techniques		[0]
Total Points Spent:		291
Unspent Points:		0

NOTES

Tzitzime are flat-out horrific monsters - see the description. Aztec legend says that they live in the night sky and can come down at any time, especially during eclipses; they are described as stars which fell to the underworld. They usually kill and eat humans until they're satiated, when they return home to the sky. At the end of the Fifth Age, legend says, a swarm of them will devour humanity.

They're completely devoid of skills or fighting style; they just rip into opponents with their claws. Note that their Extra Attack advantage means that they can make two claw attacks per round, while the sheer supernatural horror of their appearance induces Fright Checks on sight (their Terror advantage). Their nature as "evil stars" -- perhaps even destructive demigods -- does mean that they can also invoke the power of raw cosmic destruction with a touch (their Corrosion attack), but this is strong magic, costing a tzitzime 2 FP per use, so they'll only usually use it if and when they realise that an opponent is resistant to their ordinary claw attacks. Still, it makes them theoretically capable of wearing down the best armoured of foes.

They don't particularly like being magically controlled, but so long as they're permitted to rampage around eating people, they don't worry about it. However, as psychic/magical entities, they are actually dependent on ambient magical energies to survive, and as, in effect, demons or spirits-given-flesh, they are susceptible to certain standard countermeasures. Although they've been pulled out of the collective subconscious of a modern population, they somehow possess the cultural assumptions and language skills of the ancient Aztec civilization; how this can be is a deep mystery.

MELEE ATTACKS							
Name	Level	Parry	Damage	Reach	ST	LC	Notes
Bite	15	—	1d cut	C	—	—	
Corrosion Attack (Touch of Cosmic Destruction)	15	10	3d cor	C	—	—	
Kick	13	—	1d+1 cut	C,1	—	—	
Punch	15	10	1d cut	C	—	—	