

Name Herbert Squireling

Player

Point Total 150

Ht 5'11"

Wt 150 lbs

Size Modifier 0 Age 43

Unspent Points 0

Notes *An Uberwaldian vampire younger son turned Black Ribboner; left home and changed his name to get away from his upbringing, and has grown dedicated.*

ST	15	[0]	HP	15	[0]	MP		Magery:	[]
								Staff:	[]
DX	13	[0]	Will	11	[0]				
IQ	11	[20]	Per	15	[10]				
HT	11	[0]	FP	11	[0]				

BASIC LIFT 45 DAMAGE Thr 1d+1 Sw 2d+1
BASIC SPEED 6 [0] BASIC MOVE 6 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 45	BM x 1 6	Dodge 9
Light (1) = 2 x BL 90	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 135	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 270	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 450	BM x 0.2 1	Dodge - 4 5

Languages	Spoken	Written
Morporkian	(Accented)	(Native) [5]
Uberwaldian (Native Language)	(Native)	(Native) [0]

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

PARRY 9	Reaction Modifiers
Knife	Appearance:
BLOCK 7	Status: +0
DX	Other: +1; Includes: +1 from 'Charisma'
	Conditional: -1 from 'Social Stigma (Second-Class Citizen)'

TEMPLATES AND METATRAITS

Male Vampire [108]
Vampire DX Bonus 3 [60]; Vampire ST Bonus 5 [50];
Vampire HT Bonus 1 [10]; Vampire Perception Bonus 2 [10];
Longevity [1]; Fully Dressed Resurrection [1]; Charisma 1 [5];
Doesn't Breathe [20]; High Pain Threshold [10]; Resistant
(Disease) (Occasional) (Immunity) [10]; Resistant (Poison)
(Common) (Immunity) [15]; Injury Tolerance (No Blood; No
Vitals) [10]; Night Vision 7 [7]; Pressure-Proof [15];
Regeneration (Very Fast; Requires Contact with Blood) [60];
Teeth (Sharp Teeth) [1]; Temperature Tolerance 2 (Cold) [3];
Unkillable 2 (Hindrane, Wooden Weapons; Trigger, Contact
with Blood) [70]; Dislikes Garlic [-1]; Dread (Holy Symbols; 3-
yard radius) [-24]; Dread (Running Water; 1-yard radius) [-
10]; Restricted Diet (Blood) [-10]; Supernatural Feature (No
Body Heat; No Reflection) [-15]; Vulnerability (Cutting
Attacks to the Neck) (Occasional) (x2) [-20]; Vulnerability
(Wooden Impaling Weapons) (Occasional) (x2) [-20];
Weakness 3d (Direct Sunlight) [-120]; Weakness 3d (Holy
Water) [-30].

ADVANTAGES AND PERKS

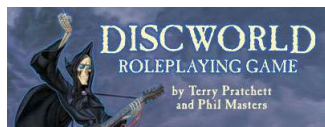
Acute Hearing 3 [6]
Average Wealth, "Settled" lifestyle (80% of wealth is tied
up in home, etc.) [0]
Flight (Winged) [30]
Ultrahearing [5]
Heartbeat Counter [1]

DISADVANTAGES AND QUIRKS

Fixation (Counting poppy seeds), 3-yard radius [-12]
Obsession (Stopping other vampires from spoiling things
for everyone) (Long-Term Goal) (9 or less) [-15]
Phobia (Minor Pyrophobia) (12 or less) [-5]
Social Stigma (Second-Class Citizen) [-5]
Uncontrollable Appetite (Human Blood) (Mitigator: daily
treatment (Pursuing his Obsession); 12 or less) [-6]
Always goes for plain, mundane clothing. [-1]
Doesn't like to go where he's not asked. [-1]
Hangs out in League of Temperance support groups
whenever possible. [-1]

SKILLS

Name	Level	Relative Level
Diplomacy	11	IQ+0 [4]
Conditional: +1 from 'Charisma' when making Influence rolls		
Knife	14	DX+1 [2]
Observation	14	Per-1 [1]
Savoir-Faire (High Society)	12	IQ+1 [2]
Conditional: +1 from 'Charisma' when making Influence rolls		
Spear	12	DX-1 [1]
Stealth	12	DX-1 [1]



Herbert Squireling

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Bite	1d cut	C	13	(No)			
	Kick	1d+1 cr	C,1	11	(No)			
	Punch	1d cr	C	13	(9)			
4	Small Wooden Stake	1d+2 imp	C	14	(9) 6	[1]	16	4

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
4	Small Wooden Stake	1d+2 imp	0	8 / 15	1	T(1)	9	6	-2	-	4		16	4

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	Bottle, Ceramic		3	1
1	Pouch		10	0
1	Spare Cash		221	0
1	Very Light Armour	all	150	9
1	Winter Clothes (Actually fairly ordinary clothes, but has to include a substantial cloak.)		180	4

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[30]
Advantages/Perks/TL/Languages/Cultural Familiarity	[155]
Disadvantages/Quirks	[-46]
Skills/Standardised Spells	[11]
Other	[]