

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]
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

TEMPLATES AND METATRAITS [108]
 Male Vampire
 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 (Hindrance, 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]

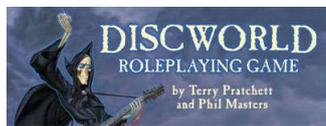
MP			Magery: []
			Staff: []

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

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

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

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							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	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												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		
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	[]