





Marbury Scart

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-2 cr	C	14 (No)			
1	Dagger	1d-2 imp	C	15 (10) 5	[1]	1	.25
	Kick	1d-1 cr	C,1	12 (No)			
2	Large Knife					4	2
	Swing	1d-1 cut	C,1	15 (10) 6			
	Thrust	1d-1 imp	C	15 (10) 6	[1]		
	Punch	1d-2 cr	C	14 (11)			

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Automatic Revolver	2d-1 pi+	2	120 / 1300	3	6(3i)	14	9	-2	2	3	[3]	30	3
1	Crossbow (ST 11)	1d+3 imp	4	220 / 275	1	1(4)	15	7†	-6				7.5	6
1	Dagger	1d-2 imp	0	0 / 0	1	T(1)	15	5	-1				1	.25
1	Deringer, .44 Caplock	2d-1 pi+	1	50 / 550	1	1(20)	14	6	-1	3	3	[1,	7.5	.4
2	Large Knife	1d-1 imp	0	0 / 0	1	T(1)	15	6	-2				4	2

**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	Ordinary Clothes		0	2
1	Pouch		48.81	2.31
5	Reloads for Deringer		.11	.11
4	Reloads for Revolver		1.2	1.2
1	Spare Cash		47	1
1	Shoulder Quiver		1.7	1.7
12	Crossbow Bolts		1.2	1.2

**APPEARANCE**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 115 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 39 ]
Disadvantages/Quirks	[ -40 ]
Skills/Standardised Spells	[ 36 ]
Other	[ ]