

Name **Futatsu - Ninja Accountant** Player **Point Total 175**  
 Ht **Wt** Size Modifier **0** Age **Unspent Points 0**  
 Notes **Recruited for ninja training by people who saw a quick, unpopular kid, but who never found out the reason for the unpopularity. (Grandad was a fox...) Determined to be humanly respectable.**

<b>ST</b>	10	[ 0 ]	<b>HP</b>	10	[ 0 ]
<b>DX</b>	13	[ 60 ]	<b>Will</b>	11	[ 0 ]
<b>IQ</b>	11	[ 20 ]	<b>Per</b>	12	[ 5 ]
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	[ 0 ]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d  
 BASIC SPEED 6 [ 0 ] BASIC MOVE 6 [ 0 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 6	Dodge 10
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 6

**ADVANTAGES AND PERKS**

Administrative Rank 1	[ 5 ]
Alternate Form (Fox Person: 0-point template)	[ 15 ]
Animal Empathy	[ 5 ]
Appearance (Attractive)	[ 4 ]
Combat Reflexes	[ 15 ]
Legal Enforcement Powers (Agent of the Department of Despicable Necessities) 2	[ 10 ]
Lightning Calculator	[ 2 ]
Patrons (The Department of Despicable Necessities) (6 or less)	[ 8 ]
Silence 2	[ 10 ]

**DISADVANTAGES AND QUIRKS**

Duty (Government Ninja) (12 or less (quite often))	[ -10 ]
Gluttony (15 or less)	[ -2 ]
Secret (Part Fox) (Utter Rejection)	[ -10 ]
Trickster (15 or less)	[ -7 ]
Hidden Tail (Functions as Unnatural Features 3 if it is exposed.)	[ -1 ]
Nosy	[ -1 ]

<b>MP</b>			Magery:	[ ]
			Staff:	[ ]

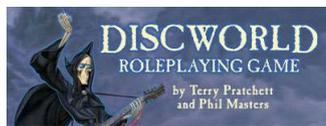
Languages	Spoken	Written
Agatean (Native Language)	(Native)	() [ 0 ]
Morporkian	(Broken)	(Broken) [ 2 ]
Trob	(Broken)	(Broken) [ 2 ]

DR 1	TL: 4	[ 0 ]
	Cultural Familiarities	
	Agatean (Native)	[ 0 ]

PARRY 10	<b>Reaction Modifiers</b>
DX	
BLOCK 8	Appearance: +1/+1
DX	Unappealing Includes: +1 from 'Appearance'
	Appealing Includes: +1 from 'Appearance'
	Status: +0
	Other: +0

**SKILLS**

Name	Level	Relative Level
Accounting	14	IQ+3 [ 16 ]
Acrobatics	12	DX-1 [ 2 ]
Brawling	14	DX+1 [ 2 ]
Parry: 11		
Climbing	12	DX-1 [ 1 ]
Escape	12	DX-1 [ 2 ]
Fast-Draw (Throwing Star)	14	DX+1 [ 1 ]
Includes: +1 from 'Combat Reflexes'		
Flail	12	DX-1 [ 2 ]
Parry: 10		
Riding (Equines)	12	DX-1 [ 1 ]
Shortsword	12	DX-1 [ 1 ]
Parry: 10		
Stealth	14	DX+1 [ 4 ]
Conditional: +2 from 'Silence' when moving, vs. hearing only, +4 from 'Silence' when standing still, vs. hearing only		
Thrown Weapon (Throwing Star)	13	DX+0 [ 1 ]



Futatsu - Ninja Accountant

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes			
1	Agatean Numknuts	1d+1 cr	1	12 (10U)7	[6]	20	2	
	<b>Brawling</b>							
	Punch	1d-3 cr	C	14 (11)				
	Bite	1d-3 cr	C	14 (No)				
	Kick	1d-2 cr	C,1	12 (No)				
1	Shortsword					400	2	
	Swing	1d cut	1	12 (10) 8				
	Thrust	1d-1 imp	1	12 (10) 8				
1	Small Knife					30	.5	
	Swing	1d-3 cut	C,1	9 (7) 5				
	Thrust	1d-3 imp	C	9 (7) 5	[1]			

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	9	5	-1		4	30	.5
5	Throwing Stars	1d-3 cut	1	5 / 10	1	T(1)	13	5	0		4	15	.5

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				Cost	Weight
Qty	Item	Location			
1	Ordinary Clothes			120	2
1	Very Light Armour	all		150	9

APPEARANCE

POINTS SUMMARY	
Attributes/Secondary Characteristics	[ 95 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 78 ]
Disadvantages/Quirks	[ -31 ]
Skills/Standardised Spells	[ 33 ]
Other	[ ]