

Name **Itsutsu - Ninja Administrative Assist Player**
 Ht Wt Size Modifier **0** Age
 Notes **A rather junior trainee ninja, but really quite good at the ninja-ing, and now determined to be a really good personal assistant to the team leader.**

Point Total **175**
 Unspent Points **0**

ST	10	[0]	HP	10	[0]
DX	13	[60]	Will	12	[10]
IQ	10	[0]	Per	10	[0]
HT	11	[10]	FP	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 0	[0]
Ambidexterity	[5]
Combat Reflexes	[15]
Extra Attack 1	[25]
Flexibility	[5]
Legal Enforcement Powers (Agent of the Department of Despicable Necessities) 2	[10]
Patrons (The Department of Despicable Necessities) (6 or less)	[8]
Cutting-Edge Training (Explosives)	[1]
Dual Ready (Shortsword/Numknuts)	[1]

DISADVANTAGES AND QUIRKS	
Bad Sight (Nearsighted) (Glasses)	[-10]
Clueless	[-10]
Compulsive Behavior (Neatness) (9 or less)	[-7]
Duty (Government Ninja) (12 or less (quite often))	[-10]
Easy to Read	[-10]
Odious Personal Habit (Total Neat Freak) -1	[-5]
Dull	[-1]
Fiercely, obsessively loyal to any boss who goes by the book.	[-1]
Thinks that it's possible to make combat neat and tidy.	[-1]

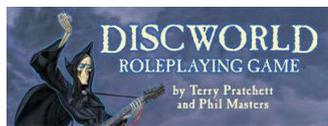
MP	[]	Magery:	[]
	[]	Staff:	[]

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

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

PARRY	Reaction Modifiers
10	Appearance:
DX	Status: +0
BLOCK	Other: -2; Includes: -2 from 'Clueless'
8	Conditional: -1 from 'Odious Personal Habit (Total Neat Freak)' when people notice your problem
DX	

SKILLS		
Name	Level	Relative Level
Acrobatics	14	DX+1 [8]
Administration	10	IQ+0 [2]
Carousing	12	HT+1 [2]
Climbing	15	DX+2 [1]
<small>Includes: +3 from 'Flexibility'</small>		
Crossbow	14	DX+1 [2]
<small>Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties</small>		
Escape	14	DX+1 [1]
<small>Includes: +3 from 'Flexibility'</small>		
Explosives/TL5 (Demolition)	11	IQ+1 [4]
Fast-Draw (Throwing Star)	14	DX+1 [1]
<small>Includes: +1 from 'Combat Reflexes'</small>		
<small>Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties, -2 from 'Bad Sight (Nearsighted)'</small>		
Flail	14	DX+1 [8]
<small>Parry: 11</small>		
<small>Conditional: -2 from 'Bad Sight (Nearsighted)'</small>		
Judo	14	DX+1 [8]
<small>Parry: 11</small>		
<small>Conditional: -2 from 'Bad Sight (Nearsighted)'</small>		
Karate	14	DX+1 [8]
<small>Parry: 11</small>		
<small>Conditional: -2 from 'Bad Sight (Nearsighted)'</small>		
Knife	13	DX+0 [1]
<small>Parry: 9</small>		
<small>Conditional: -2 from 'Bad Sight (Nearsighted)'</small>		
Knot-Tying	13	DX+0 [1]
Observation	10	Per+0 [2]
Poisons/TL4	10	IQ+0 [4]
Research/TL4	11	IQ+1 [4]
Riding (Equines)	12	DX-1 [1]
Shortsword	14	DX+1 [4]
<small>Parry: 11</small>		
<small>Conditional: -2 from 'Bad Sight (Nearsighted)'</small>		
Sleight of Hand	12	DX-1 [2]
Stealth	15	DX+2 [8]
Thrown Weapon (Throwing Star)	14	DX+1 [2]
<small>Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties</small>		
Writing	11	IQ+1 [4]



Itsutsu - Ninja Administrative Assistant

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
1	Agatean Numknuts	1d+1 cr	1	14	(11U)7	[6]	20	2
	Bite	1d-3 cr	C		13 (No)			
	Karate							
	Punch	1d-1 cr	C		14 (11)			
	Kick	1d cr	C,1		12 (No)			
1	Shortsword						400	2
	Swing	1d cut	1		14 (11) 8			
	Thrust	1d-1 imp	1		14 (11) 8			
3	Small Knife						90	1.5
	Swing	1d-3 cut	C,1		13 (9) 5			
	Thrust	1d-3 imp	C		13 (9) 5	[1]		

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		
2	Pistol Crossbow (ST 10)	1d imp	1	150 / 200	1	1(4)	14	7	-4		4	[2,	300	8
3	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	9	5	-1		4		90	1.5
5	Throwing Stars	1d-3 cut	1	5 / 10	1	T(1)	14	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

Qty	Item	Location	Cost	Weight
10	Crossbow Bolt		20	.6
1	Hip Quiver		15	1
1	Ordinary Clothes		120	2

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[80]
Advantages/Perks/TL/Languages/Cultural Familiarity	[72]
Disadvantages/Quirks	[-55]
Skills/Standardised Spells	[78]
Other	[]