

Name Futatsu (Alternate Form) Player  
 Ht Wt Size Modifier 0 Age  
 Notes Futatsu in the form of a fox-faced humanoid creature.

Point Total 175  
 Unspent Points 0

<b>ST</b>	10	[ 0 ]	<b>HP</b>	10	[ 0 ]
<b>DX</b>	13	[ 60 ]	<b>Will</b>	10	[ 0 ]
<b>IQ</b>	10	[ 20 ]	<b>Per</b>	16	[ 5 ]
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	[ 0 ]

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

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

<b>DR</b>	<b>TL: 4</b>	[ 0 ]
<b>1</b>	<b>Cultural Familiarities</b>	
	Agatean (Native)	[ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
10	<b>Appearance: +1/+1</b>
<b>DX</b>	<i>Unappealing Includes: +1 from 'Appearance'</i>
<b>BLOCK</b>	<i>Appealing Includes: +1 from 'Appearance'</i>
8	<b>Status: +0</b>
<b>DX</b>	<b>Other: +0</b>
	Conditional: -2 from 'Disturbing Voice', -2 from 'Social Stigma (Minority Group)'

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

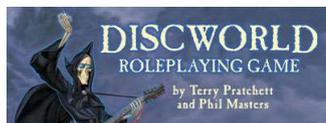
ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 6	Dodge 10
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 6

**TEMPLATES AND METATRAITS**  
 Fox Person [ 0 ]  
 Fox Person Perception Bonus 5 [25]; Fox Person IQ Penalty -1 [-20]; Fur [1]; Teeth (Sharp Teeth) [1]; Discriminatory Smell [15]; Unnatural Feature (Fox Face) - 2 [-2]; Disturbing Voice [-10]; Social Stigma (Minority Group) [-10].

**ADVANTAGES AND PERKS**  
 Administrative Rank 1 [ 5 ]  
 Alternate Form (Fox Person (This Form!)) [ 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 ]

SKILLS		
Name	Level	Relative Level
Accounting	13	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 (Alternate Form)

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 cut	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.*

This sheet printed from GURPS Character Assistant.  
 This and other GURPS forms may also be downloaded at [www.sjgames.com/gurps/resources/](http://www.sjgames.com/gurps/resources/).  
 Copyright © 2013 Steve Jackson Games Incorporated. All rights reserved.

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	[ ]