

Name **Mitsu - Ninja Security Guard** Player Point Total **175**
 Ht **Wt** Size Modifier **0** Age Unspent Points **0**
 Notes **A bit large, stolid, and gullible for a ninja, but something of a natural for working security; intimidating and impossible to intimidate.**

ST	13	[30]	HP	13	[0]
DX	13	[60]	Will	13	[15]
IQ	10	[0]	Per	10	[0]
HT	11	[10]	FP	11	[0]

BASIC LIFT **34** DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED **6** [**0**] BASIC MOVE **6** [**0**]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 34	BM x 1 6	Dodge 10
Light (1) = 2 x BL 68	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 102	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 204	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 340	BM x 0.2 1	Dodge - 4 6

ADVANTAGES AND PERKS

Administrative Rank 1	[5]
Combat Reflexes	[15]
High Pain Threshold	[10]
Legal Enforcement Powers (Agent of the Department of Despicable Necessities) 2	[10]
Patrons (The Department of Despicable Necessities) (6 or less)	[8]
Single-Minded	[5]
Unfazeable	[15]
Fearsome Stare (Can use Intimidation without saying anything.)	[1]

DISADVANTAGES AND QUIRKS

Appearance (Unattractive)	[-4]
Duty (Government Ninja) (12 or less (quite often))	[-10]
Gullibility (12 or less)	[-10]
Ham-Fisted -1	[-5]
Innumerate	[-5]
Stubbornness	[-5]
Alcohol Intolerance	[-1]
Attentive	[-1]
Broad-Minded	[-1]

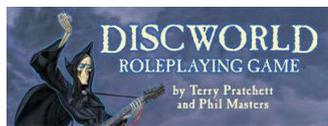
MP	[0]	Magery: [0]
	[0]	Staff: [0]

Languages	Spoken	Written
Agatean (Native Language)	(Native)	() [0]

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

PARRY	Reaction Modifiers
10	Appearance: -1/-1
DX	<i>Unappealing Includes: -1 from 'Appearance'</i>
BLOCK	<i>Appealing Includes: -1 from 'Appearance'</i>
8	Status: +0
DX	Other: +0
	Conditional: -1 from 'Stubbornness', -1 from 'Ham-Fisted' when being tidy or well-groomed matters

SKILLS		
Name	Level	Relative Level
Acrobatics	12	DX-1 [2]
Armoury/TL4 (Melee Weapons)	10	IQ+0 [2]
Armoury/TL4 (Missile Weapons)	10	IQ+0 [2]
Brawling	15	DX+2 [4]
Parry: 11		
Climbing	12	DX-1 [1]
Connoisseur (Poetry)	9	IQ-1 [1]
Escape	11	DX-2 [1]
Fast-Draw (Throwing Star)	11	DX-2 [1]
<i>Includes: +1 from 'Combat Reflexes', -3 from 'Ham-Fisted'</i>		
Flail	12	DX-1 [2]
Parry: 10		
Forced Entry	14	DX+1 [2]
Gardening	11	IQ+1 [2]
Intimidation	14	Will+1 [4]
Riding (Equines)	12	DX-1 [1]
Shortsword	12	DX-1 [1]
Parry: 10		
Stealth	13	DX+0 [2]
Thrown Weapon (Throwing Star)	13	DX+0 [1]
Wrestling	14	DX+1 [4]
Parry: 11		



Mittsu - Ninja Security Guard

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes			
1	Agatean Numknuts	2d cr	1	12 (10U)7	[6]	20	2	
	Brawling							
	Punch	1d cr	C	15 (11)				
	Bite	1d cr	C	15 (No)				
	Kick	1d+1 cr	C,1	13 (No)				
1	Shortsword					400	2	
	Swing	2d-1 cut	1	12 (10) 8				
	Thrust	1d+1 imp	1	12 (10) 8				
1	Small Knife					30	.5	
	Swing	2d-4 cut	C,1	9 (7) 5				
	Thrust	1d-1 imp	C	9 (7) 5	[1]			
1	Small Truncheon					20	1	
	Swing	2d-1 cr	1	12 (10) 6				
	Thrust	1d cr	1	12 (10) 6				

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Small Knife	1d-1 imp	0	7 / 13	1	T(1)	9	5	-1		4	30	.5
5	Throwing Stars	1d-1 cut	1	7 / 13	1	T(1)	13	5	0		4	15	.5

SPEED/RANGE TABLE	
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	Light Armour	all		350	20
1	Ordinary Clothes			120	2

APPEARANCE

POINTS SUMMARY	
Attributes/Secondary Characteristics	[115]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[69]
Disadvantages/Quirks	[-42]
Skills/Standardised Spells	[33]
Other	[]