

Intro to GURPS

- Who has played GURPS before or not? Who has seen the cartoon before or not?
- Folder has character sheet, summary, and two differently formatted GURPS sheets
- ST, DX, IQ, HT -- HP, Will, Per, FP -- Move (all 6 but Diana, 7), Speed
- Combat order is:
- Combat Reflexes, Code of Honor (Hero), Sense of Duty (Friends), Luck
- 3d6, roll low, either with a known skill or a default
- Each character has a single major skill at 17 (not auto-success -- modifiers)
- Dodge, Parry, Block
- HP/FP: Less than 1/3 -- 0 or Less -- -1 x HP/FP
- Power Tokens (5) and Weapon Abilities -- Presto's Hat of Wonder
- The screen sheets are there solely if you want to use them. If not, just ignore. Same with the extra character sheets
- Any questions at all about the system?

Intro to the Cartoon

- Video on Tablet
- It's been more than a year of doing errands for DM
- Any questions at all about the cartoon?

Hydra and Dungeon Master's Absence

- Been a couple days since they've seen DM, after returning the stolen Sceptre of Rulership to the Mayor of Haven; he couldn't get them home
- Hydra with seven heads attacks as DM and Venger look on from above
 - Venger:** "Your pupils are doomed to failure. They are brave only because they know you stand behind them."
 - DM:** "Not so. They can triumph over anything in the Realm, as you well know. They will not fail."
 - Venger:** "Well, then, perhaps you would not be adverse to a test of their courage? We shall see how brave they are when you turn away from them. If they succeed, they will find the Key."

DM: "And if they fail -- what do they lose?"

Venger: "Everything. Their weapons -- and their lives."

DM: "So be it."

- Dungeon Master doesn't help them

DM: "You got into this by yourselves, my young friends. Now get out of it by yourselves."

Salt Flats and the Sea of Sorrow

- Continue on their way, across the salt flats to a fork in the road. Two signs on the ground, "Flame Mountains" and "Sea of Sorrows"

- Camp for the night on the shore of the Sea of Sorrows near a beached ship

- Venger appears and offers to get them home if they do something for him

Venger: "Be at ease, my young enemies. I shall not harm you. So, Dungeon Master has finally shown his true colors. Have you never wondered why his advice always led you into battle, and never back to your world? It has been convenient for you to see Dungeon Master as good, and me as evil. But things are not that simple. I have granted you your lives before. Aid me now, and I shall grant you your dearest wish -- I will send you back to your world." (glamour of a portal to the amusement park)

Far to the south lies Realm's Edge. There you will find a cenotaph -- an empty tomb. Within it is a key, which you must cast into the Abyss. Do this, and you will go home. You have my word."

- If the party doesn't go for it, Venger will teleport Uni to the cenotaph
- If they still don't go for it, Dungeon Master will ask them to go there to keep the key safe from Venger's plans
- If they still don't go for it, may as well just freeform the rest of the game

The Flame Mountains

- Reach the foothills of the Flame Mountains
- Attacked by Fire Elementals from one of the many active volcanoes:
2 Huge, 1 Large, 3 Small, 2 Magma Hurlers

Cenotaph

- Reach the cenotaph at a vast cliff's edge that extends to the horizons, a desolate tower with a Dragon's jaw door (OPTIONAL: surrounded by a ghost town)
- OPTIONAL: A gold dragon, the self-appointed guardian of this tomb, lands and asks them why they are there
- Inside, a large chamber with earthen floor and a door to a staircase. 4 Skeletal Humans, 1 Orc Skeleton, and 1 Gnoll Skeleton arise and attack
- OPTIONAL: A middle floor, the pen of the Skeletal Minotaur
- OPTIONAL: A middle floor, filled with traps

Sanctum Chamber

- Sanctum Chamber at the top. On one side, a crumbled wall revealing The Abyss; on the other, an ornate Vault (with hidden key hole); in the center, a large stone Sarcophagus. The image upon it is that of Venger, as a Paladin, without the evil fangs, horn, bat wings, etc.
- If they open the Sarcophagus, many enemies crawl in from The Abyss: 1 Hextor, 3 Skeletal Wolves, 3 Skeletal Archers, 3 Orc Skeletons, 3 Gnoll Skeletons, 1 Bone Devil
- In the Sarcophagus is a simple brass key

Take The Key And...

...Open The Vault

- Bright white magic bursts out in all directions
- Opens Portals all across The Realms (Serfs, Lizard Men, Illithids, Dwarves, etc.) allowing beings to return to their home worlds
- Empowers the PCs, doubles the power of their weapons
- Redeems Venger, returning him to a Paladin

Venger: "Father, I have returned."

DM: "Thank you, my young pupils. You have done the one thing it was not in my power to do -- you have returned my son to me."

Venger: "Many years ago, I chose to follow another Master [the Nameless One?], one of evil. I imprisoned in this cenotaph all that which Dungeon Master had given me. And now, you have set me free."

DM: "And you have given those trapped in this Realm their freedom. I can do no less for you. You are free to return to your world now, if you wish. (Opens Portal!) Or, you may stay here, in the Realm. There is still much evil to be dealt with, and many adventures yet to be had. **The choice, my children, is yours.**"

...Throw It Into The Abyss

- Venger is truly lost, and attacks them with a fury
- Dungeon Master will sacrifice himself to grant the PCs the power they need to kill Venger, who is now beyond redemption

DM: (weakly) "Oh, my young pupils, you could not do the one thing it was not in my power to do -- return my son to me. Many years ago, he chose to imprison in this cenotaph all that I had given him, and now he is lost forever, as are all those who remain trapped in this Realm."

(with his dying breath) "I am sorry to have put you in such danger. You are free to return to your world now, if you wish. (Opens Portal!) Or, you may stay here, in the Realm. There is still much evil to be dealt with, and many adventures yet to be had. **The choice, my children, is yours.**"

ROLL FOR PRIZES!

- Everyone gets a random Munchkin bookmark
- Lowest roll gets first pick between DVD or Bookmark Collection
- Second lowest gets the other

Bobby's Thunder Club

- **Extra Damage:** Roll 4d for damage to a single target instead of your usual 3d.
- **Earthquake:** Creates a large crack in the ground/floor. All targets in a straight line must Dodge to avoid 3d cr. damage.
- **Deflect Spell:** If you successfully Parry a spell effect, spend a token to choose a new target for that spell.

Diana's Javelin Staff

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Whirlwind Attack:** Attack up to 6 targets in adjacent hexes at a skill of 14.
- **Deflect Spell:** If you successfully Parry a spell effect, spend a token to choose a new target for that spell.

Eric's Griffon Shield

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Whirlwind Attack:** Attack up to 6 targets in adjacent hexes at a skill of 14.
- **Deflect Spell:** If you successfully Block a spell effect, spend a token to choose a new target for that spell.

Hank's Energy Bow

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Flurry Attack:** Attack up to 4 targets (adjacent or not) at a skill of 14.
- **Deflect Spell:** If you successfully Parry a spell effect, spend a token to choose a new target for that spell.

Presto's Hat of Wonder

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Flurry Attack:** Attack up to 4 targets (adjacent or not) with a single spell.
- **Deflect Spell:** If you successfully Block a spell effect with your hat, spend a token to choose a new target for that spell.

Sheila's Cloak of Invisibility

- **Extra Damage:** Roll 4d for damage to a single target instead of your usual 2d.
- **Whirlwind Attack:** Attack up to 6 targets in adjacent hexes at a skill of 14.
- **Deflect Spell:** If you successfully Block a spell effect, spend a token to choose a new target for that spell.

Effect Type

- 1) **Player's Choice** of Effect Type
- 2) **Magic Item/Effect** (Flying Carpet, Teleportation Spell, Transformation Spell, Clone of Nearby Being, Whirlwind, Shrinking, Growing, Howling Wind, Snow Storm, Torrent of Water, Energy Beam, Energy Restraints, Sucking Wind, Levitation)
- 3) **Animal** (Hawk, Cow, Chicken, Pseudo-Dragon, Giant Flies, Giant Bat, Goldfish [in bowl], Giant Rabbit, Termite Colony)
- 4) **Mundane Item** (Normal Carpet, Ropes, Glowing Marbles, Bucket, Shield, Horn, Notepad and Pen, Stop Sign, Cloud of Smoke, Frock and Wig, Hawaiian Shirt and Shorts, Frisbee, Weed Killer Spray Can, Cannon, Flower Petals, Water Hose, Telephone, Aircraft Carrier, Gas Mask, Toy Tank, Mousetraps, Bird Cage, Electric Fan, Mirror, Parachute, Blanket, Hot Air Balloon, Grooming Kit, Road Map, Flares, Radio, Travel Guide, Vacuum Cleaner, Dynamite, Bottle Caps)
- 5) **Food** (Birthday Cake, Carrots, Ham, Picnic Basket, Whipped Cream Can, Apple, Bananas)
- 6) **GM's Choice** of Effect Type

Effect Results

- 3-4** Effect works as intended, player chooses Type
- 5-6** Effect works as intended, off-color die indicates Type
- 7-8** Effect is close to what was intended
- 9-11** Effect mostly works as intended, but with small differences
- 12-13** Effect mostly works as intended, but with major differences
- 14-15** Effect barely works as intended
- 16-17** Effect barely works as intended, with likely negative consequences
- 18** Spectacular catastrophe; intended effect does not happen

For example, Presto wants to use the magic of the Hat to summon a giant hammer to bash down a tightly-sealed metal door. If he rolls (the off-color die result is shown in parentheses)...

- 3-4** (any) A hammer appears, floating in the air, and bashes down the door on its own
- 5-6** (3) A live bull appears, and bashes down the door
- 7-8** (4) A brass key appears that will unlock the door
- 9-11** (5) A stream of coconuts fly from the hat, bashing the door loose on its hinges
- 12-13** (2) A swirling magic cloud teleports Presto to the other side of the still-locked door
- 14-15** (3) A swarm of giant flies buffet against the door, weakening it but not opening it
- 16-17** (4) A live hand grenade rolls against the door, weakening it but not opening it, and possibly inflicting damage on Presto
- 18** (any) A gorilla appears, takes a couple of swipes at the door, then attacks Presto

MANEUVERS

AIM (1): aim a Ranged weapon/attack to get its Accuracy bonus (+1 for two turns, +2 for three or more turns)

ALL-OUT ATTACK (3): +4 to hit (+1 for Ranged), *or* two Melee attacks on same target, *or* +2 Melee damage – but NO DEFENSE!

ALL-OUT DEFENSE (1): +2 to one active defense, *or* two *different* defenses against a single attack

ATTACK (1): attack unarmed or with a ready weapon/ability

CHANGE POSTURE (0): switch between standing, sitting, kneeling, crawling, prone, or lying face up (lying to standing takes two turns)

CONCENTRATE (1): focus on a mental task

COMMITTED ATTACK (1): +2 to hit, *or* +1 damage (Melee only) – but -2 to usable defenses (no Parry with the hand you attacked with, no Block if you attacked with shield/cloak, no Dodge if you kicked. Cannot Retreat)

DEFENSIVE ATTACK (1): -2 damage (Melee only) – but +1 to Parry or Block (not Dodge), *or* +2 to DX roll to avoid falling if Kicking

DO NOTHING (0): take no action

EVALUATE (1): study a foe prior to a Melee Attack or Feint for a +1 bonus per turn (max. of +3)

FEINT (1): fake an attack to lower your target's active defense or next attack roll by your Margin of Success. Contest of your attacking skill against target's highest combat skill, cloak, shield, or DX (whichever is highest)

MOVE AND ATTACK (6): move and still attack at a penalty – for Ranged, the worse of -2 or weapon's Bulk; for Melee, -4 (and a *maximum* skill of 9)

MOVE (6): do nothing but move

READY (1): prepare a weapon or other item, reload a weapon, etc.

WAIT (var): hold your action until something specific happens, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready maneuver as normal

ATTACK/DEFENSE OPTIONS

Deceptive Attack: Target suffers a -1 to all active defenses (or Dodge only, for Ranged attacks) for every -2 you take to your attacking skill (*minimum* of 10)

Telegraphic Attack: +4 to hit (Melee only), but also +2 to target's active defenses

Mighty Blow*: Spend 1 FP to get the All-Out Attack damage bonus of +2 to a Melee Attack without losing defenses

Feverish Defense*: Spend 1 FP to add +2 to a single active defense roll (except when All-Out Attacking)

Retreat: *once* during your turn, move 1 hex away from a melee attacker for a +3 to Dodge, or +1 to Parry or Block

Dodge and Drop: *once* during your turn, drop prone for a +3 to Dodge against Ranged attacks

* A critical failure on these rolls causes an *additional* 1 HP of injury to arm or leg, no DR

POSTURE

If you are...	Your penalty to Melee attack is...	Your penalty to Active Defenses is...	Ranged attacks to your torso, groin, or legs are at...	You may move...
<i>Standing</i>	0	0	-0	6
<i>Crouching</i>	-2	0	-2	4
<i>Kneeling</i>	-2	-2	-2	2
<i>Crawling</i>	-4	-3	-2	2
<i>Sitting</i>	-2	-2	-2	0
<i>Prone/Lying face up</i>	-4	-3	-2	1

HP 00000 00000 0000

Name: Bobby		Point Total: 243	
ST 16	HP 14	Ads: Combat Reflexes, Fearlessness (2), High Pain Threshold, Luck, Weapon Master (Club) (one specific weapon); Disads: Bad Temper, Code of Honor (Hero), Overconfidence, Sense of Duty (Friends) (Small Group)	
DX 13	Will 10	Skills: Area Knowledge (Realms)-11, Brawling-14, Climbing-14, Club-17, Fast-Talk-11, First Aid/TL3 (Human)-12, Gesture-12, Search-12, Stealth-12, Survival (Realms)-11, Swimming-13, Throw Club-14	
IQ 10	Per 12		
HT 13	FP 13		
Speed 6.5	Move 6		
<i>Thr</i> 1d+1	<i>Sw</i> 2d+2		
Parry 10	Block 8		
Dodge 10			
Eyes 0	Groin 0		
Neck 0	Arms 0		
Skull 2	Hands 0		
Face 0	Legs 0		
Torso 0	Feet 0		

HP 00000 00000 0000

Name: Eric		Point Total: 240	
ST 14	HP 14	Ads: Combat Reflexes, Enhanced Block (4), High Pain Threshold, Luck; Disads: Arrogant, Code of Honor (Hero), Fearfulness (-2), Sense of Duty (Friends) (Small Group)	
DX 14	Will 10	Skills: Area Knowledge (Realms)-12, Brawling-14, Climbing-13, Fast-Talk-12, First Aid/TL3 (Human)-12, Gesture-12, Search-12, Shield (Shield)-17, Stealth-13, Survival (Realms)-12, Swimming-13, Throw Shield-14	
IQ 10	Per 10		
HT 13	FP 13		
Speed 6.75	Move 6		
<i>Thr</i> 1d	<i>Sw</i> 2d		
Parry 11	Block 13		
Dodge 10			
Eyes 0	Groin 0		
Neck 0	Arms 0		
Skull 2	Hands 0		
Face 0	Legs 0		
Torso 0	Feet 0		

HP 00000 00000 000

Name: Diana		Point Total: 266	
ST 13	HP 13	Ads: Catfall, Combat Reflexes, Luck, Perfect Balance; Disads: Code of Honor (Hero), Curious, Sense of Duty (Friends) (Small Group)	
DX 16	Will 10	Skills: Acrobatics-16, Area Knowledge (Realms)-12, Brawling-16, Climbing-16, Diplomacy-12, Escape-14, First Aid/TL3 (Human)-12, Gesture-12, Jumping-16, Kicking (Brawling)-16, Search-12, Staff-17, Stealth-15, Survival (Realms)-12, Swimming-12, Throw Staff-14	
IQ 10	Per 10		
HT 12	FP 12		
Speed 7	Move 7		
<i>Thr</i> 1d	<i>Sw</i> 2d-1		
Parry 12	Block 10		
Dodge 11			
Eyes 0	Groin 0		
Neck 0	Arms 0		
Skull 2	Hands 0		
Face 0	Legs 0		
Torso 0	Feet 0		

HP 00000 00000 000

Name: Hank		Point Total: 250	
ST 13	HP 13	Ads: Combat Reflexes, Heroic Archer, Luck; Disads: Code of Honor (Hero), Selfless, Sense of Duty (Friends) (Small Group)	
DX 14	Will 11	Skills: Area Knowledge (The Realms)-12, Bow-17, Brawling-14, Climbing-13, Diplomacy-13, First Aid/TL3 (Human)-12, Gesture-12, Leadership (variant)-12, Search-12, Stealth-13, Survival (Realms)-13, Swimming-12, Tactics-12, Tracking-14	
IQ 11	Per 12		
HT 12	FP 12		
Speed 6.5	Move 6		
<i>Thr</i> 1d	<i>Sw</i> 2d-1		
Parry 11	Block 9		
Dodge 10			
Eyes 0	Groin 0		
Neck 0	Arms 0		
Skull 2	Hands 0		
Face 0	Legs 0		
Torso 0	Feet 0		

HP □□□□ □□□□

Name: Presto **Point Total:** 208

ST 10 **HP** 10
DX 12 **Will** 14
IQ 15 **Per** 13
HT 11 **FP** 14
Speed 5.75 **Move** 5
Thr 1d-2 *Sw* 1d
Parry 10 **Block** 8
Dodge 9
 Eyes 0 Groin 0
 Neck 0 Arms 0
 Skull 2 Hands 0
 Face 0 Legs 0
 Torso 0 Feet 0

Ads: Combat Reflexes, Luck, Magery (3), Magery 0; **Disads:** Bad Sight (Nearsighted), Code of Honor (Hero), Klutz, Sense of Duty (Friends) (Small Group)
Skills: Area Knowledge (Realms)-15, Brawling-12, Cast Spell (Hat of Wonder)-17, Climbing-12, Fast-Talk-14, Filch-12, First Aid/TL3 (Human)-15, Gesture-15, Performance-14, Pickpocket-12, Search-13, Sleight of Hand-12, Stealth-12, Survival (Realms)-12, Swimming-12, Thaumatology-16

Bobby's Thunder Club

- **Extra Damage:** Roll 4d for damage to a single target instead of your usual 3d.
- **Earthquake:** Creates a large crack in the ground/floor. All targets in a straight line must Dodge to avoid 3d cr. damage.
- **Deflect Spell:** If you successfully Parry a spell effect, spend a token to choose a new target for that spell.

Diana's Javelin Staff

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Whirlwind Attack:** Attack up to 6 targets in adjacent hexes at a skill of 14.
- **Deflect Spell:** If you successfully Parry a spell effect, spend a token to choose a new target for that spell.

Eric's Griffon Shield

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Whirlwind Attack:** Attack up to 6 targets in adjacent hexes at a skill of 14.
- **Deflect Spell:** If you successfully Block a spell effect, spend a token to choose a new target for that spell.

Hank's Energy Bow

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Flurry Attack:** Attack up to 4 targets (adjacent or not) at a skill of 14.
- **Deflect Spell:** If you successfully Parry a spell effect, spend a token to choose a new target for that spell.

Presto's Hat of Wonder

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Flurry Attack:** Attack up to 4 targets (adjacent or not) with a single spell.
- **Deflect Spell:** If you successfully Block a spell effect with your hat, spend a token to choose a new target for that spell.

Sheila's Cloak of Invisibility

- **Extra Damage:** Roll 4d for damage to a single target instead of your usual 2d.
- **Whirlwind Attack:** Attack up to 6 targets in adjacent hexes at a skill of 14.
- **Deflect Spell:** If you successfully Block a spell effect, spend a token to choose a new target for that spell.

HP □□□□ □□□□ □

Name: Sheila **Point Total:** 258

ST 11 **HP** 11
DX 15 **Will** 12
IQ 12 **Per** 14
HT 11 **FP** 11
Speed 6.5 **Move** 6
Thr 1d-1 *Sw* 1d+1
Parry 11 **Block** 12
Dodge 10
 Eyes 0 Groin 0
 Neck 0 Arms 0
 Skull 2 Hands 0
 Face 0 Legs 0
 Torso 0 Feet 0

Ads: Combat Reflexes, Luck; **Disads:** Code of Honor (Hero), Sense of Duty (Friends) (Small Group)
Skills: Acrobatics-14, Area Knowledge (Realms)-13, Brawling-15, Climbing-16, Cloak-17, Detect Lies-12, Diplomacy-12, Disguise/TL3 (Human)-12, Escape-13, Filch-14, First Aid/TL3 (Human)-14, Gesture-14, Kicking (Brawling)-15, Light Walk-13, Lip Reading-13, Lockpicking/TL3-15, Pickpocket-14, Scrounging-14, Search-13, Shadowing-11, Sleight of Hand-13, Stealth-15, Survival (Realms)-13, Swimming-11, Tracking-13, Traps/TL3-14



GM Control Sheet

Printed: 8/27/2013

Character Order: Turn Sequence, Descending

Character Name (Player)	Reaction	ST	DX	IQ	HT	Will	Per	Speed	Move	Dodge	DR	HP	FP
Diana (Acrobat)	+0 / +0	13	16	10	12	10	10	7	7	11	0	13	12
Eric (Cavalier (DF: Knight))	+0 / +0	14	14	10	13	10	10	6.75	6	10	0	14	13
Sheila (Thief)	+0 / +0	11	15	12	11	12	14	6.5	6	10	0	11	11
Hank (Ranger (DF: Scout))	+0 / +0	13	14	11	12	11	12	6.5	6	10	0	13	12
Bobby (Barbarian)	+0 / +0	16	13	10	13	10	12	6.5	6	10	0	14	13
Presto (Magician (Wizard))	+0 / +0	10	12	15	11	14	13	5.75	5	9	0	10	14

NOTABLE ATTACKS

Name	Skill	Parry	Damage	Acc	Reach Range	RoF	Shots	Bulk	Rcl	GM Notes
Diana										
Brawling: Punch	16	12	1d-1 cr	—	C	—	—	—	—	—
Brawling: Bite	16	—	1d-1 cr	—	C	—	—	—	—	—
Brawling: Kick	16	—	1d cr	—	C,1	—	—	—	—	—
Eric										
Brawling: Punch	14	11	1d-1 cr	—	C	—	—	—	—	—
Brawling: Bite	14	—	1d-1 cr	—	C	—	—	—	—	—
Brawling: Kick	12	—	1d cr	—	C,1	—	—	—	—	—
Sheila										
Brawling: Punch	15	11	1d-2 cr	—	C	—	—	—	—	—
Brawling: Bite	15	—	1d-2 cr	—	C	—	—	—	—	—
Brawling: Kick	15	—	1d-1 cr	—	C,1	—	—	—	—	—
Hank										
Brawling: Punch	14	11	1d-1 cr	—	C	—	—	—	—	—
Brawling: Bite	14	—	1d-1 cr	—	C	—	—	—	—	—
Brawling: Kick	12	—	1d cr	—	C,1	—	—	—	—	—
Bobby										
Brawling: Punch	14	11	1d cr	—	C	—	—	—	—	—
Brawling: Bite	14	—	1d cr	—	C	—	—	—	—	—
Brawling: Kick	12	—	1d+1 cr	—	C,1	—	—	—	—	—
Presto										
Brawling: Punch	12	10	1d-3 cr	—	C	—	—	—	—	—
Brawling: Bite	12	—	1d-3 cr	—	C	—	—	—	—	—
Brawling: Kick	10	—	1d-2 cr	—	C,1	—	—	—	—	—

NOTABLE ADVANTAGES / DISADVANTAGES

Diana	
Catfall	
Roll to halve damage from a fall: 16 (DX)	
Code of Honor (Hero)	
Combat Reflexes	
Curious (12 or less)	
Luck	
Perfect Balance	
Sense of Duty (Friends) (Small Group)	
Eric	
Arrogant	
Code of Honor (Hero)	
Combat Reflexes	
Enhanced Block 4	
Fearfulness -2	
High Pain Threshold	
Roll to ignore pain: 13 (Will+3)	
Luck	
Sense of Duty (Friends) (Small Group)	
Sheila	
Code of Honor (Hero)	
Combat Reflexes	
Luck	
Sense of Duty (Friends) (Small Group)	
Hank	
Code of Honor (Hero)	
Combat Reflexes	
Heroic Archer	

NOTABLE SKILLS / SPELLS

Diana		
Acrobatics	16	DX+0
Area Knowledge (Realms)	12	IQ+2
Brawling	16	DX+0
Climbing	16	DX+0
Diplomacy	12	IQ+2
Escape	14	DX-2
First Aid/TL3 (Human)	12	IQ+2
Gesture	12	IQ+2
Jumping	16	DX+0
Search	12	Per+2
Staff	17	DX+1
Stealth	15	DX-1
Survival (Realms)	12	Per+2
Swimming	12	HT+0
Throw Staff	14	DX-2
Eric		
Area Knowledge (Realms)	12	IQ+2
Brawling	14	DX+0
Climbing	13	DX-1
Fast-Talk	12	IQ+2
First Aid/TL3 (Human)	12	IQ+2
Gesture	12	IQ+2
Search	12	Per+2
Shield (Shield)	17	DX+3
Stealth	13	DX-1
Survival (Realms)	12	Per+2

HP loss effects are cumulative with each other and any effects suffered from FP loss.

less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP or less: Immediate death.

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

Diana (Acrobat)

HP										0 HP										-1×HP										-2×HP										-3×HP										-4×HP																			
13	12	11	10	9	8	7	6	5	4	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62
3	2	1								10	11	12								23	24	25								38	37	38								49	50	51								62	63	64																	
FP										0 FP																																																											
12	11	10	9	8	7	6	5	4	3	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	10	11																																																

Eric (Cavalier (DF: Knight))

HP										0 HP										-1×HP										-2×HP										-3×HP										-4×HP																			
14	13	12	11	10	9	8	7	6	5	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
4	3	2	1							10	11	12	13							24	25	26	27							38	39	40	41							52	53	54	55							66	67	68	69																
FP										0 FP																																																											
13	12	11	10	9	8	7	6	5	4	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	10	11	12																																															

Sheila (Thief)

HP										0 HP										-1×HP										-2×HP										-3×HP										-4×HP																			
11	10	9	8	7	6	5	4	3	2	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
1										10										21										32										43										54																			
FP										0 FP																																																											
11	10	9	8	7	6	5	4	3	2	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	10																																																	

Hank (Ranger (DF: Scout))

HP										0 HP										-1×HP										-2×HP										-3×HP										-4×HP																			
13	12	11	10	9	8	7	6	5	4	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62
3	2	1								10	11	12								23	24	25								38	37	38								49	50	51								62	63	64																	
FP										0 FP																																																											
12	11	10	9	8	7	6	5	4	3	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	10	11																																																

Bobby (Barbarian)

HP										0 HP										-1×HP										-2×HP										-3×HP										-4×HP																			
14	13	12	11	10	9	8	7	6	5	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
4	3	2	1							10	11	12	13							24	25	26	27							38	39	40	41							52	53	54	55							66	67	68	69																
FP										0 FP																																																											
13	12	11	10	9	8	7	6	5	4	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	10	11	12																																															

Presto (Magician (Wizard))

HP										0 HP										-1×HP										-2×HP										-3×HP										-4×HP									
10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49
5	4	3	2	1						10	11	12	13	14	15	16	17	18	19	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54										
FP										0 FP																																																	
14	13	12	11	10	9	8	7	6	5	0	-1	-2	-3	-4	-5	-6	-7	-8	-9	10	11	12	13																																				



SHEILA			
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VENGER			
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SHADOW DEMON			
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DUNGEON MASTER			
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Bobby, the Barbarian

Summary

You are a normal 8-year-old kid -- except for the fact that for the past year you, your sister, Sheila, and her friends have been trapped in a magical land called The Realms, fighting for your lives against the evil Venger and trying desperately to find a way back home.

At first, the little man named Dungeon Master seemed to be trying to help, sending you on all kinds of dangerous adventures that he said would get you closer to your own world. But somehow, even though you've come close a few times, you just never seem able to escape.

Perhaps the Dungeon Master isn't as helpful as he claims?

The only good thing about being in The Realms is that the club Dungeon Master gave you makes you *super* strong. You never back down from a fight, and sometimes lose your temper easily, but as long as you all stick together, maybe someday you'll get back home.

- **Diana:** The second most fun!
- **Eric:** Annoying and arrogant -- but he has saved your life a couple of times.
- **Hank:** A trusted friend who always puts the group first.
- **Presto:** The most fun to hang out with.
- **Sheila:** Your big sister can be a little over-protective, but you still love her dearly.
- **Uni:** You never had a pet before, and this little unicorn follows you *everywhere*.

Luck

Once per hour of *real* time, after a dice roll, you may roll twice more and take the best of the three results; or, you can instruct the GM to roll three times for an NPC attacker and use the worst of the three results. Track the time(s) you use Luck below.

First Use: _____ Second Use: _____ Third Use: _____

Thunder Club Abilities

You begin the game with **five** Power Tokens. These do not replenish! You can spend a token for:

- **Extra Damage:** Roll 4d for damage to a single target instead of your usual 3d.
- **Earthquake:** Creates a large crack in the ground/floor. All targets in a straight line must Dodge to avoid 3d cr. damage.
- **Deflect Spell:** If you successfully Parry or Block a spell effect, spend a token to choose a new target for that spell.

Name: **Bobby**

Description: **Barbarian**

ST **16** HP **14**
 DX **13** Will **10**
 IQ **10** Per **12**
 HT **13** FP **13**

Damage		Resistance	
Eyes	0	Arms	2
Neck	0	Hands	0
Skull	4	Legs	2
Face	0	Feet	2
Torso	2	Groin	2

Advantages

Combat Reflexes
 Fearlessness +2
 High Pain Threshold
 Luck

Disadvantages

Bad Temper
 Hero's Code of Honor
 Overconfidence
 Sense of Duty to Friends

Move: 6 Speed: 6.5
 Dodge: 10 Parry: 12 Block: 8

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Punch	14	1d cr.	C	11
Kick	12	1d+2 cr.	C,1	no
Thunder Club	17	3d cr.	C,1	12

Skills

Name	Level	Name	Level
Area Knowledge	11		
Brawling	14		
Climbing	14		
Club	17		
Fast-Talk	11		
First Aid	12		
Gesture	12		
Search	12		
Stealth	12		
Survival	11		
Swimming	13		
Throw Club	14		

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Throw Club	14	2d cr.	2	Medium	1	1	-	-

Possessions

Thunder Club, artifact
 Studded Leather Armor (DR: 2)
 Personal Possessions



CHARACTER SHEET

Name Bobby
 Ht 5" Wt 125 lbs
 Appearance

Player Barbarian
 Size Modifier 0 Age 8

Point Total 243
 Unspent Points 7

ST	16	[60]	HP	14	<small>CURRENT</small>	[-4]
DX	13	[60]	Will	10		[0]
IQ	10	[0]	Per	12		[10]
HT	13	[30]	FP	13	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR 0	TL: 3 Cultural Familiarities	[0]
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BASIC LIFT 51 DAMAGE Thr 1d+1 Sw 2d+2
 BASIC SPEED 6.5 [0] BASIC MOVE 6 [0]

PARRY 10	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +2 from 'Sense of Duty (Friends)' when in dangerous situations if Sense of Duty is known, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
DX BLOCK	
8 DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 51	BM x 1 6	Dodge 10
Light (1) = 2 x BL 102	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 153	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 306	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 510	BM x 0.2 1	Dodge - 4 6

SKILLS			
Name	Level	Relative Level	
Area Knowledge (Realms)	11	IQ+1	[2]
Brawling	14	DX+1	[2]
Climbing	14	DX+1	[4]
Club	17	DX+4	[16]
Fast-Talk	11	IQ+1	[4]
First Aid/TL3 (Human)	12	IQ+2	[4]
Gesture	12	IQ+2	[4]
Search	12	Per+0	[2]
Stealth	12	DX-1	[1]
Survival (Realms)	11	Per-1	[1]
Swimming	13	HT+0	[1]
Throw Club	14	DX+1	[2]

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Fearlessness 2	[4]
High Pain Threshold	[10]
Luck	[15]
Weapon Master (Club) (one specific weapon)	[20]

DISADVANTAGES AND QUIRKS	
Bad Temper (15 or less)	[-5]
Code of Honor (Hero)	[-5]
Overconfidence (12 or less)	[-5]
Sense of Duty (Friends) (Small Group)	[-5]



CHARACTER SHEET

Bobby

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Brawling						
	Punch	1d cr	C	14 (11)			
	Bite	1d cr	C	14 (No)			
	Kick	1d+1 cr	C,1	12 (No)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight

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

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[156]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[64]
Disadvantages/Quirks	[-20]
Skills/Techniques	[43]
Other	[]



Diana, the Acrobat

Summary

You are a normal 14-year-old -- except for the fact that for the past year, you and your friends have been trapped in a magical land called The Realms, fighting for your lives against the evil Venger and trying desperately to find a way back home.

At first, the little man named Dungeon Master seemed to be trying to help, sending you on all kinds of dangerous adventures that he said would get you closer to your own world. But somehow, even though you've come close a few times, you just never seem able to escape.

Perhaps the Dungeon Master isn't as helpful as he claims?

The best thing about being in The Realms is that the staff Dungeon Master gave you makes you even more agile than you ever were as a gymnast. It also offers an inexhaustible supply of places and things to explore!

- **Bobby:** Like the little brother you never had.
- **Eric:** Annoying and arrogant -- but he has saved your life a couple of times.
- **Hank:** A trusted friend who always puts the group first.
- **Presto:** Though you're the same age, he often needs protection (from himself!)
- **Sheila:** Your best friend in the group.

Luck

Once per hour of *real* time, after a dice roll, you may roll twice more and take the best of the three results; or, you can instruct the GM to roll three times for an NPC attacker and use the worst of the three results. Track the time(s) you use Luck below.

First Use: _____ Second Use: _____ Third Use: _____

Javelin Staff Abilities

You begin the game with **five** Power Tokens. These do not replenish! You can spend a token for:

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Whirlwind Attack:** Attack up to 6 targets in adjacent hexes at a skill of 14.
- **Deflect Spell:** If you successfully Parry or Block a spell effect, spend a token to choose a new target for that spell.

Name: Diana

Description: Acrobat

ST **13** HP **13**
 DX **16** Will **10**
 IQ **10** Per **10**
 HT **12** FP **12**

Damage		Resistance	
Eyes	0	Arms	2
Neck	0	Hands	0
Skull	4	Legs	2
Face	0	Feet	2
Torso	2	Groin	2

Advantages

Catfall
 Combat Reflexes
 Luck
 Perfect Balance

Disadvantages

Curious
 Hero's Code of Honor
 Sense of Duty (Friends)

Move: 7 Speed: 7
 Dodge: 11 Parry: 14 Block: 10

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Punch	16	1d-1 cr.	C	12
Kick	16	1d+1 cr.	C,1	no
Javelin Staff	17	2d. cr.	C,2	

Skills

Name	Level	Name	Level
Acrobatics	16		
Area Knowledge	12		
Brawling	16		
Climbing	16		
Diplomacy	12		
Escape	14		
First Aid	12		
Gesture	12		
Jumping	16		
Search	12		
Staff	17		
Stealth	15		
Survival	12		
Swimming	12		
Throw Staff	14		

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Throw Staff	14	2d cr.	2	Medium	1	1	-	-

Possessions

Javelin Staff, artifact
 Furs (DR: 2)
 Personal Possessions



CHARACTER SHEET

Name Diana
 Ht 5' 9" Wt 140 lbs
 Appearance

Player Acrobat
 Size Modifier 0 Age 14

Point Total 266
 Unspent Points -16

ST	13	[30]	HP	13	<small>CURRENT</small>	[0]
DX	16	[120]	Will	10		[0]
IQ	10	[0]	Per	10		[0]
HT	12	[20]	FP	12	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR 0	TL: 3 Cultural Familiarities	[0]
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BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 7 [0] BASIC MOVE 7 [0]

PARRY 12 DX	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +2 from 'Sense of Duty (Friends)' when in dangerous situations if Sense of Duty is known
BLOCK 10 DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 34	BM x 1 7	Dodge 11
Light (1) = 2 x BL 68	BM x 0.8 5	Dodge - 1 10
Medium (2) = 3 x BL 102	BM x 0.6 4	Dodge - 2 9
Heavy (3) = 6 x BL 204	BM x 0.4 2	Dodge - 3 8
X-Heavy (4) = 10 x BL 340	BM x 0.2 1	Dodge - 4 7

SKILLS			
Name	Level	Relative Level	
Acrobatics	16	DX+0	[2]
<small>Includes: +1 from 'Perfect Balance'</small>			
Area Knowledge (Realms)	12	IQ+2	[4]
Brawling	16	DX+0	[1]
Climbing	16	DX+0	[1]
<small>Includes: +1 from 'Perfect Balance'</small>			
Diplomacy	12	IQ+2	[12]
Escape	14	DX-2	[1]
First Aid/TL3 (Human)	12	IQ+2	[4]
Gesture	12	IQ+2	[4]
Jumping	16	DX+0	[1]
Search	12	Per+2	[8]
Staff	17	DX+1	[4]
Stealth	15	DX-1	[1]
Survival (Realms)	12	Per+2	[8]
Swimming	12	HT+0	[1]
Throw Staff	14	DX-2	[1]
Techniques			
Kicking (Brawling)	16		[3]

ADVANTAGES AND PERKS	
Catfall	[10]
Combat Reflexes	[15]
Luck	[15]
Perfect Balance	[15]

DISADVANTAGES AND QUIRKS	
Code of Honor (Hero)	[-5]
Curious (12 or less)	[-5]
Sense of Duty (Friends) (Small Group)	[-5]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Brawling						
	Punch	1d-1 cr	C	16 (12)			
	Bite	1d-1 cr	C	16 (No)			
	Kick	1d cr	C,1	16 (No)			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

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		

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[170]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[55]
Disadvantages/Quirks	[-15]
Skills/Techniques	[56]
Other	[]



Eric, the Cavalier

Summary

You are a normal 15-year-old -- except for the fact that for the past year, you and some schoolmates have been trapped in a magical land called The Realms, fighting for your lives against the evil Venger and trying desperately to find a way back home.

At first, the little man named Dungeon Master seemed to be trying to help, sending you on all kinds of dangerous adventures that he said would get you closer to your own world. But somehow, even though you've come close a few times, you just never seem able to escape.

Perhaps the Dungeon Master isn't as helpful as he claims?

The only good thing about The Realms is the shield Dungeon Master gave you that always keeps you safe. This world is filled with scary things, whether the others admit it or not.

- **Bobby:** Ugh, a little kid?
- **Diana:** Pokes fun at you a lot -- though, she's also saved your life more than once.
- **Hank:** Sure, he's kept the group safe so far -- but who made him the boss?
- **Presto:** His bumbling attempts at magic are always good for a laugh.
- **Sheila:** A little whiny, but she is usually the nicest to you.

Luck

Once per hour of *real* time, after a dice roll, you may roll twice more and take the best of the three results; or, you can instruct the GM to roll three times for an NPC attacker and use the worst of the three results. Track the time(s) you use Luck below.

First Use: _____ Second Use: _____ Third Use: _____

Griffon Shield Abilities

You begin the game with **five** Power Tokens. These do not replenish! You can spend a token for:

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Whirlwind Attack:** Attack up to 6 targets in adjacent hexes at a skill of 14.
- **Deflect Spell:** If you successfully Parry or Block a spell effect, spend a token to choose a new target for that spell.

Name: Eric

Description: Cavalier (Knight)

ST **14** HP **14**
 DX **14** Will **10**
 IQ **10** Per **10**
 HT **13** FP **13**

Damage		Resistance	
Eyes	0	Arms	4
Neck	0	Hands	0
Skull	6	Legs	4
Face	0	Feet	4
Torso	4	Groin	4

Advantages	Disadvantages
Combat Reflexes	Arrogant
Enhanced Block	Fearfulness -2
High Pain Threshold	Hero's Code of Honor
Luck	Sense of Duty to Friends

Move: 6 Speed: 6.7
 Dodge: 10 Parry: 11 Block: 16

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Punch	14	1d-1 cr.	C	11
Kick	12	1d+1 cr.	C,1	no
Shield Bash	17	2d cr.	C,1	no

Skills			
Name	Level	Name	Level
Area Knowledge	12		
Brawling	14		
Climbing	13		
Fast-Talk	12		
First Aid	12		
Gesture	12		
Search	12		
Shield	17		
Stealth	13		
Survival	12		
Swimming	13		
Throw Shield	14		

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Throw Shield	14	2d cr.	2	Medium	1	1	-	-

Possessions

Griffon Shield, artifact
 Plate Armor (DR: 4)
 Personal Possessions



CHARACTER SHEET

Name Eric
 Ht 5' 10" Wt 165 lbs
 Appearance

Player Cavalier (DF: Knig Point Total 240
 Size Modifier 0 Age 15 Unspent Points 10

ST	14	[40]	HP	14	CURRENT	[0]
DX	14	[80]	Will	10		[0]
IQ	10	[0]	Per	10		[0]
HT	13	[30]	FP	13	CURRENT	[0]

Languages	Spoken	Written

DR 0	TL: 3 Cultural Familiarities	[0]
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BASIC LIFT 39 DAMAGE Thr 1d Sw 2d
 BASIC SPEED 6.75 [0] BASIC MOVE 6 [0]

PARRY 11 DX	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +2 from 'Sense of Duty (Friends)' when in dangerous situations if Sense of Duty is known, -1 from 'Arrogant' when past victim, or has Empathy
BLOCK 13 DX	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 39	BM x 1 6	Dodge 10
Light (1) = 2 x BL 78	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 117	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 234	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 390	BM x 0.2 1	Dodge - 4 6

SKILLS			
Name	Level	Relative Level	
Area Knowledge (Realms)	12	IQ+2	[4]
Brawling	14	DX+0	[1]
Climbing	13	DX-1	[1]
Fast-Talk	12	IQ+2	[8]
First Aid/TL3 (Human)	12	IQ+2	[4]
Gesture	12	IQ+2	[4]
Search	12	Per+2	[8]
Shield (Shield)	17	DX+3	[8]
Stealth	13	DX-1	[1]
Survival (Realms)	12	Per+2	[8]
Swimming	13	HT+0	[1]
Throw Shield	14	DX+0	[1]

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Enhanced Block 4	[20]
High Pain Threshold	[10]
Luck	[15]

DISADVANTAGES AND QUIRKS	
Arrogant	[-5]
Code of Honor (Hero)	[-5]
Fearfulness -2	[-4]
Sense of Duty (Friends) (Small Group)	[-5]



HAND WEAPONS					Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	
	Brawling					
	Punch	1d-1 cr	C	14 (11)		
	Bite	1d-1 cr	C	14 (No)		
	Kick	1d cr	C,1	12 (No)		

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

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		Location	Cost	Weight
Qty	Item			

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[150]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[60]
Disadvantages/Quirks	[-19]
Skills/Techniques	[49]
Other	[]



Hank, the Ranger

Summary

You are a normal 15-year-old -- except for the fact that for the past year, you and your friends have been trapped in a magical land called The Realms, fighting for your lives against the evil Venger and trying desperately to find a way back home.

At first, the little man named Dungeon Master seemed to be trying to help, sending you on all kinds of dangerous adventures that he said would get you closer to your own world. But somehow, even though you've come close a few times, you just never seem able to escape.

Perhaps the Dungeon Master isn't as helpful as he claims?

The only good thing about The Realms is the amazing magic bow that Dungeon Master gave you. It has helped you keep the others safe while looking for a way home, and that's the only thing that matters.

- **Bobby:** Despite his incredible strength, he's still a little kid and needs protecting.
- **Diana:** Should anything ever happen to you, you know Diana will lead the group well.
- **Eric:** Annoying and arrogant -- but he has saved your life a couple of times.
- **Presto:** If he's not careful, someday he'll blow himself up with magic!
- **Sheila:** You sometimes remember the great day you were all having at the amusement park so long ago -- especially Sheila's smile. And her hair. And her striking blue eyes.

Luck

Once per hour of *real* time, after a dice roll, you may roll twice more and take the best of the three results; or, you can instruct the GM to roll three times for an NPC attacker and use the worst of the three results. Track the time(s) you use Luck below.

First Use: _____ Second Use: _____ Third Use: _____

Energy Bow Abilities

You begin the game with **five** Power Tokens. These do not replenish! You can spend a token for:

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Flurry Attack:** Attack up to 4 targets (adjacent or not) at a skill of 14.
- **Deflect Spell:** If you successfully Parry or Block a spell effect, spend a token to choose a new target for that spell.

Name: **Hank**

Description: **Ranger (Scout)**

ST **13** HP **13**
 DX **14** Will **11**
 IQ **11** Per **12**
 HT **12** FP **12**

Damage		Resistance	
Eyes	0	Arms	2
Neck	0	Hands	0
Skull	4	Legs	2
Face	0	Feet	2
Torso	2	Groin	2

Advantages

Combat Reflexes
 Heroic Archer
 Luck

Disadvantages

Hero's Code of Honor
 Selfless
 Sense of Duty to Friends

Move: 6 Speed: 6.5
 Dodge: 10 Parry: 11 Block: (9)

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Punch	14	1d-1 cr.	C	11
Kick	12	1d+1 cr.	C,1	no
Bow	14	2d cr.	C,1	11

Skills

Name	Level	Name	Level
Area Knowledge	12		
Bow	17		
Brawling	14		
Climbing	13		
Diplomacy	13		
First Aid	12		
Gesture	12		
Leadership	12		
Search	12		
Stealth	13		
Survival	13		
Swimming	12		
Tactics	12		
Tracking	14		

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Energy Bow	17	2d cr.	4	Long	1	∞	-4	-

Possessions

Energy Bow, artifact
 Studded Leather Armor (DR: 2)
 Personal Possessions



CHARACTER SHEET

Name Hank
 Ht 5' 10" Wt 160 lbs
 Appearance

Player Ranger (DF: Scou Point Total 250
 Size Modifier 0 Age 15 Unspent Points 0

ST	13	[30]	HP	13	<small>CURRENT</small>	[0]
DX	14	[80]	Will	11		[0]
IQ	11	[20]	Per	12		[5]
HT	12	[20]	FP	12	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR 0	TL: 3 Cultural Familiarities	[0]
---------	---------------------------------	-------

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 6.5 [0] BASIC MOVE 6 [0]

PARRY 11 DX	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +2 from 'Sense of Duty (Friends)' when in dangerous situations if Sense of Duty is known
-------------------	---

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

SKILLS			
Name	Level	Relative Level	
Area Knowledge (The Realms)	12	IQ+1	[2]
Bow	17	DX+3	[12]
Brawling	14	DX+0	[1]
Climbing	13	DX-1	[1]
Diplomacy	13	IQ+2	[12]
First Aid/TL3 (Human)	12	IQ+1	[2]
Gesture	12	IQ+1	[2]
Leadership (variant)	12	IQ+1	[4]
Search	12	Per+0	[2]
Stealth	13	DX-1	[1]
Survival (Realms)	13	Per+1	[4]
Swimming	12	HT+0	[1]
Tactics	12	IQ+1	[8]
Tracking	14	Per+2	[8]

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Heroic Archer	[20]
Luck	[15]
DISADVANTAGES AND QUIRKS	
Code of Honor (Hero)	[-5]
Selfless (12 or less)	[-5]
Sense of Duty (Friends) (Small Group)	[-5]



HAND WEAPONS					Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	
	Brawling					
	Punch	1d-1 cr	C	14 (11)		
	Bite	1d-1 cr	C	14 (No)		
	Kick	1d cr	C,1	12 (No)		

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

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		Location	Cost	Weight
Qty	Item			

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[155]
Advantages/Perks/TL/Languages/Cultural Familiarity	[50]
Disadvantages/Quirks	[-15]
Skills/Techniques	[60]
Other	[]



Presto, the Magician

Summary

You are a normal 14-year-old -- except for the fact that for the past year, you and your friends have been trapped in a magical land called The Realms, fighting for your lives against the evil Venger and trying desperately to find a way back home.

At first, the little man named Dungeon Master seemed to be trying to help, sending you on all kinds of dangerous adventures that he said would get you closer to your own world. But somehow, even though you've come close a few times, you just never seem able to escape.

Perhaps the Dungeon Master isn't as helpful as he claims?

The only good thing about The Realms is the amazing magic hat that Dungeon Master gave you. Using it, you can cast *real* magic, not the fake stuff from back in the real world. Unfortunately, you're still a bit klutzy, so your spells don't always work according to plan -- but you keep trying anyway, because these friends are worth the effort.

- **Bobby:** A little hot-headed sometimes, but usually he's a lot of fun to hang around with.
- **Diana:** Beautiful, strong, confident -- and really intimidating.
- **Eric:** Annoying and arrogant -- but he has saved your life a couple of times.
- **Hank:** If it weren't for him, there is no way any of you would have made it this far.
- **Sheila:** Like the big sister you never had.

Luck

Once per hour of *real* time, after a dice roll, you may roll twice more and take the best of the three results; or, you can instruct the GM to roll three times for an NPC attacker and use the worst of the three results. Track the time(s) you use Luck below.

First Use: _____ Second Use: _____ Third Use: _____

Hat of Wonder Abilities

You begin the game with **five** Power Tokens. These do not replenish! In addition to your hat's usual abilities, you can spend a token for:

- **Double Damage:** Roll 4d for damage to a single target instead of 2d.
- **Flurry Attack:** Attack up to 4 targets (adjacent or not) with a single spell.
- **Deflect Spell:** If you successfully Block a spell effect with your hat, spend a token to choose a new target for that spell.

Casting a Spell

Your Hat of Wonder is an incredibly powerful magic item, but it often doesn't work quite the way you want it to.

To cast a spell from the hat, first describe what it is you *want* to happen. Then roll 4d6 -- three of one color, as usual for GURPS, plus a fourth die of a different color. The GM will use the following tables to help determine what happens.

Effect Type

- 1) **Player's Choice** of Effect Type
- 2) **Magic Item/Effect** (Flying Carpet, Teleportation Spell, Transformation Spell, Clone of Nearby Being, Whirlwind, Shrinking, Growing, Howling Wind, Snow Storm, Torrent of Water, Energy Beam, Energy Restraints, Sucking Wind, Levitation)
- 3) **Animal** (Hawk, Cow, Chicken, Pseudo-Dragon, Giant Flies, Giant Bat, Goldfish [in bowl], Giant Rabbit, Termite Colony)
- 4) **Mundane Item** (Normal Carpet, Ropes, Glowing Marbles, Bucket, Shield, Horn, Notepad and Pen, Stop Sign, Cloud of Smoke, Frock and Wig, Hawaiian Shirt and Shorts, Frisbee, Weed Killer Spray Can, Cannon, Flower Petals, Water Hose, Telephone, Aircraft Carrier, Gas Mask, Toy Tank, Mousetraps, Bird Cage, Electric Fan, Mirror, Parachute, Blanket, Hot Air Balloon, Grooming Kit, Road Map, Flares, Radio, Travel Guide, Vacuum Cleaner, Dynamite, Bottle Caps)
- 5) **Food** (Birthday Cake, Carrots, Ham, Picnic Basket, Whipped Cream Can, Apple, Bananas)
- 6) **GM's Choice** of Effect Type

Effect Results

- 3-4** Effect works as intended, player chooses Type
- 5-6** Effect works as intended, off-color die indicates Type
- 7-8** Effect is close to what was intended
- 9-11** Effect mostly works as intended, but with small differences
- 12-13** Effect mostly works as intended, but with major differences
- 14-15** Effect barely works as intended
- 16-17** Effect barely works as intended, with likely negative consequences
- 18** Spectacular catastrophe; intended effect does not happen

(Please remember that these are guidelines more than hard and fast rules -- the magic of Presto's hat is incredibly unpredictable!)

Name: Presto (Albert)

Description: Magician (Wizard)

ST **10** HP **10**
 DX **12** Will **14**
 IQ **15** Per **13**
 HT **11** FP **14**

Damage		Resistance	
Eyes	0	Arms	2
Neck	0	Hands	0
Skull	4	Legs	2
Face	0	Feet	2
Torso	2	Groin	2

Advantages	Disadvantages
Combat Reflexes	Hero's Code of Honor
Luck	Klutz
Magery	Nearsighted
	Sense of Duty to Friends

Move: 6 Speed: 6
 Dodge: 10 Parry: 10 Block: 10

Hand Weapons/Attacks				
Weapon	Skill	Damage	Reach	Parry
Punch	12	1d-2 cr.	C	10
Kick	10	1d cr.	C,1	no

Skills			
Name	Level	Name	Level
Area Knowledge	15		
Brawling	12		
Cast Spell (Hat)	17		
Climbing	12		
Fast-Talk	14		
Filch	12		
First Aid	15		
Gesture	14		
Performance	14		
Pickpocket	12		
Search	13		
Sleight of Hand	12		
Stealth	12		
Survival	12		
Swimming	12		
Thaumatology	16		

Ranged Weapons/Attacks								
Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
Cast Spell	17	2d cr.	-	Long	1	∞	-	-

Possessions

Hat of Wonder, artifact
 Enchanted Robes (DR: 2)
 Personal Possessions



CHARACTER SHEET

Name Presto
 Ht 5' 8" Wt 140 lbs
 Appearance

Player Magician (Wizard) Point Total 208
 Size Modifier 0 Age 14 Unspent Points 42

ST	10	[0]	HP	10	<small>CURRENT</small>	[0]
DX	12	[40]	Will	14		[-5]
IQ	15	[100]	Per	13		[-10]
HT	11	[10]	FP	14	<small>CURRENT</small>	[9]

Languages	Spoken	Written

DR 0	TL: 3 Cultural Familiarities	[0]
---------	---------------------------------	-------

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5.75 [0] BASIC MOVE 5 [0]

PARRY 10 DX	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +2 from 'Sense of Duty (Friends)' when in dangerous situations if Sense of Duty is known
-------------------	---

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 5	Dodge 9
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 5

SKILLS			
Name	Level	Relative Level	
Area Knowledge (Realms)	15	IQ+0	[1]
Brawling	12	DX+0	[1]
Conditional: -2 from 'Bad Sight (Nearsighted)'			
Cast Spell (Hat of Wonder)	17	IQ+2	[12]
Climbing	12	DX+0	[2]
Fast-Talk	14	IQ-1	[1]
Filch	12	DX+0	[2]
First Aid/TL3 (Human)	15	IQ+0	[1]
Gesture	15	IQ+0	[1]
Performance	14	IQ-1	[1]
Pickpocket	12	DX+0	[4]
Search	13	Per+0	[2]
Sleight of Hand	12	DX+0	[4]
Stealth	12	DX+0	[2]
Survival (Realms)	12	Per-1	[1]
Swimming	12	HT+1	[2]
Thaumatology	16	IQ+1	[2]
Includes: +3 from 'Magery'			

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Luck	[15]
Magery 3	[30]
Magery 0	[5]

DISADVANTAGES AND QUIRKS	
Bad Sight (Nearsighted)	[-25]
Code of Honor (Hero)	[-5]
Klutz	[-5]
Sense of Duty (Friends) (Small Group)	[-5]



HAND WEAPONS					Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	
	Brawling					
	Punch	1d-3 cr	C	12 (10)		
	Bite	1d-3 cr	C	12 (No)		
	Kick	1d-2 cr	C,1	10 (No)		

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

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

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[144]
Advantages/Perks/TL/Languages/Cultural Familiarity	[65]
Disadvantages/Quirks	[-40]
Skills/Techniques	[39]
Other	[]



Sheila, the Thief

Summary

You are a normal 14-year-old -- except for the fact that for the past year you, your brother, Bobby, and your friends have been trapped in a magical land called The Realms, fighting for your lives against the evil Venger and trying desperately to find a way back home.

At first, the little man named Dungeon Master seemed to be trying to help, sending you on all kinds of dangerous adventures that he said would get you closer to your own world. But somehow, even though you've come close a few times, you just never seem able to escape.

Perhaps the Dungeon Master isn't as helpful as he claims?

The only good thing about being in The Realms is that the cloak Dungeon Master gave you can make you invisible! Maybe someday, if you all stick together, you can finally find a way home.

- **Diana:** Your best friend in the group.
- **Eric:** Annoying and arrogant -- but he has saved your life a couple of times.
- **Hank:** You sometimes remember the wonderful day you were all having at the amusement park so long ago -- especially Hank's smile. And his striking blue eyes.
- **Presto:** The most fun to hang out with.
- **Sheila:** Your big sister can be a little over-protective, but you still love her dearly.
- **Uni:** You never had a pet before, and this little unicorn follows you *everywhere*.

Luck

Once per hour of *real* time, after a dice roll, you may roll twice more and take the best of the three results; or, you can instruct the GM to roll three times for an NPC attacker and use the worst of the three results. Track the time(s) you use Luck below.

First Use: _____ Second Use: _____ Third Use: _____

Cloak of Invisibility Abilities

You begin the game with **five** Power Tokens. These do not replenish! You can spend a token for:

- **Extra Damage:** Roll 4d for damage to a single target instead of your usual 2d.
- **Whirlwind Attack:** Attack up to 6 targets in adjacent hexes at a skill of 14.
- **Deflect Spell:** If you successfully Block a spell effect, spend a token to choose a new target for that spell.

Name: Sheila

Description: Thief

ST **11** HP **11**
 DX **15** Will **12**
 IQ **12** Per **14**
 HT **11** FP **11**

Damage		Resistance	
Eyes	0	Arms	2
Neck	0	Hands	0
Skull	4	Legs	2
Face	0	Feet	2
Torso	2	Groin	2

Advantages

Combat Reflexes
Luck

Disadvantages

Hero's Code of Honor
Sense of Duty to Friends

Move: 6 Speed: 6.5
 Dodge: 11 Parry: 11 Block: 12

Hand Weapons/Attacks

Weapon	Skill	Damage	Reach	Parry
Cloak	17	2d cr.	C,1	no

Skills

Name	Level	Name	Level
Acrobatics	14		
Area Knowledge	13		
Brawling	15		
Climbing	16		
Cloak	17		
Detect Lies	12		
Diplomacy	12		
Disguise	12		
Escape	13		
Filch	14		
First Aid	14		
Gesture	14		
Light Walk	13		
Lip Reading	13		
Lockpicking	15		
Pickpocket	14		
Scrounging	14		
Search	13		
Shadowing	11		
Sleight of Hand	13		
Stealth	15		
Survival	13		
Swimming	11		
Tracking	13		
Traps	14		

Ranged Weapons/Attacks

Weapon	Skill	Damage	Acc	Range	RoF	Shots	Bulk	Rcl
--------	-------	--------	-----	-------	-----	-------	------	-----

Possessions

Cloak of Invisibility, artifact (DR: 2)
 Personal Possessions



CHARACTER SHEET

Name Sheila
 Ht 5' 8" Wt 135
 Appearance

Player Thief
 Size Modifier 0 Age 14

Point Total 258
 Unspent Points -8

ST	11	[10]	HP	11	<small>CURRENT</small>	[0]
DX	15	[100]	Will	12		[0]
IQ	12	[40]	Per	14		[10]
HT	11	[10]	FP	11	<small>CURRENT</small>	[0]

Languages	Spoken	Written

DR 0	TL: 3 Cultural Familiarities	[0]
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BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6.5 [0] BASIC MOVE 6 [0]

PARRY 11 Brawling	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +2 from 'Sense of Duty (Friends)' when in dangerous situations if Sense of Duty is known
BLOCK 12 Cloak	

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 6	Dodge 10
Light (1) = 2 x BL 48	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 72	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 6

SKILLS			
Name	Level	Relative Level	
Acrobatics	14	DX-1	[2]
Area Knowledge (Realms)	13	IQ+1	[2]
Brawling	15	DX+0	[1]
Climbing	16	DX+1	[4]
Cloak	17	DX+2	[8]
Detect Lies	12	Per-2	[1]
Diplomacy	12	IQ+0	[4]
Disguise/TL3 (Human)	12	IQ+0	[2]
Escape	13	DX-2	[1]
Filch	14	DX-1	[1]
First Aid/TL3 (Human)	14	IQ+2	[4]
Gesture	14	IQ+2	[4]
Light Walk	13	DX-2	[1]
Lip Reading	13	Per-1	[1]
Lockpicking/TL3	15	IQ+3	[12]
Pickpocket	14	DX-1	[2]
Scrounging	14	Per+0	[1]
Search	13	Per-1	[1]
Shadowing	11	IQ-1	[1]
Sleight of Hand	13	DX-2	[1]
Stealth	15	DX+0	[2]
Survival (Realms)	13	Per-1	[1]
Swimming	11	HT+0	[1]
Tracking	13	Per-1	[1]
Traps/TL3	14	IQ+2	[6]
Techniques			
Kicking (Brawling)	15		[3]

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Luck	[15]
DISADVANTAGES AND QUIRKS	
Code of Honor (Hero)	[-5]
Sense of Duty (Friends) (Small Group)	[-5]



HAND WEAPONS					Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	
	Brawling					
	Punch	1d-2 cr	C	15 (11)		
	Bite	1d-2 cr	C	15 (No)		
	Kick	1d-1 cr	C,1	15 (No)		

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

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		Location	Cost	Weight
Qty	Item			

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[170]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[30]
Disadvantages/Quirks	[-10]
Skills/Techniques	[68]
Other	[]