

Name **Dark Kravarkus the Truth-Splitter** Player
Ht **5'6"** Wt **130 lbs.** Size Modifier **0** Age **39**

Point Total **150**
Unspent Points **0**

Notes From a long line of second-string dark lords, you suspect that it's a dying trade and you need to move with the times. Next question; what does that require?

ST	10	[0]	HP	10	[0]	MP			Magery:	[]
									Staff:	[]
DX	11	[20]	Will	13	[0]	Languages Morporkian (Native Language) Spoken (Native) Written (Native) [0]				
IQ	13	[60]	Per	13	[0]					
HT	11	[10]	FP	11	[0]					

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

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

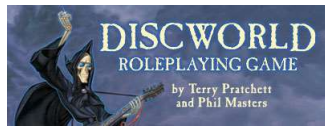
DR	2	TL: 4 [0]
		Cultural Familiarities Sto Plains/Uberwald (Native) [0]
PARRY	9	Reaction Modifiers Appearance: Status: +2; <i>Includes:</i> +2 from 'Status' Other: +0 Conditional: +2 from 'Voice' when your voice can be heard, -2 from 'No Sense of Humor'
Axe/Mace		
BLOCK	9	

Shield (Shield)

ADVANTAGES AND PERKS	
Eidetic Memory	[5]
Fearlessness 3	[6]
Status (+2)	[5]
Includes: +1 from 'Wealth' ('Settled' lifestyle: 80% of wealth is tied up in home, etc.)	
Voice	[10]
Wealth ('Settled' lifestyle: 80% of wealth is tied up in home, etc.) (Wealthy)	[20]
Check the Exits (Instinctively determine escape routes for any space you enter)	[1]
Crossbow Safety (Can carry loaded crossbows perfectly safely)	[1]

DISADVANTAGES AND QUIRKS	
Code of Honor (Dark Lord's)	[-10]
No Sense of Humor	[-10]
Selfish (12 or less)	[-5]
Truthfulness (12 or less)	[-5]
Goes into full-blown dark lord ranting when drunk	[-1]
Touchy about the family tradition of dark lording	[-1]

SKILLS		
Name	Level	Relative Level
Administration	13	IQ+0 [2]
Architecture/TL4	12	IQ-1 [1]
Axe/Mace	12	DX+1 [4]
Connoisseur (Wine)	12	IQ-1 [1]
Crossbow	11	DX+0 [1]
Current Affairs/TL4 (Headline News)	13	IQ+0 [1]
Detect Lies	13	Per+0 [4]
Heraldry	12	IQ-1 [1]
Holdout	12	IQ-1 [1]
Intelligence Analysis/TL4	13	IQ+0 [4]
Interrogation	12	IQ-1 [1]
Intimidation	13	Will+0 [2]
Knot-Tying	11	DX+0 [1]
Leadership	13	IQ+0 [2]
Observation	13	Per+0 [2]
Occultism	12	IQ-1 [1]
Poisons/TL4	12	IQ-1 [2]
Psychology (Human)	12	IQ-1 [2]
Public Speaking	14	IQ+1 [1]
Includes: +2 from 'Voice'		
Riding (Equines)	10	DX-1 [1]
Savoir-Faire (High Society)	13	IQ+0 [1]
Shield (Shield)	12	DX+1 [2]
Shouting at Foreigners	13	IQ+0 [1]
Stealth	10	DX-1 [1]
Tactics	12	IQ-1 [2]
Traps/TL4	13	IQ+0 [2]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	11 (No)			
	Kick	1d-2 cr	C, 1	9 (No)			
	Punch	1d-3 cr	C	11 (8)			
1	Shield					60	15
	Bash	1d-2 cr	1	12 (No)	[2,3,4]		
	Rush	slam+2 cr	1	12 (No)	[2,3,4]		
1	Small Knife					30	.5
	Swing	1d-3 cut	C, 1	7 (5) 5			
	Thrust	1d-3 imp	C	7 (5) 5	[1]		
1	Small Mace	1d+2 cr	1	12 (9U) 10	[1]	35	3

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Crossbow (ST 10)	1d+2 imp	4	200 / 250	1	1(4)	11	7+	-6	-	4	[3]	150	6
1	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	7	5	-1	-	4		30	.5
1	Small Mace	1d+2 cr	1	10 / 15	1	T(1)	7	10	-3	-	4		35	3

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
1	Clockwork Pocket-Watch		50	.25
12	Crossbow Bolt		24	.72
1	Light Armour	all	350	20
1	Ordinary Clothes		600	2
1	Pouch		10	0
1	Shoulder Quiver		10	.5
1	Spare Cash		1281	0

APPEARANCE

A calm, stony-faced fellow in black laquered armour.

POINTS SUMMARY

Attributes/Secondary Characteristics	[90]
Advantages/Perks/TL/Languages/Cultural Familiarity	[48]
Disadvantages/Quirks	[-32]
Skills/Standardised Spells	[44]
Other	[]