

Name Sharlen O'Dire

Player

Point Total 50

Ht 5'7"

Wt 120 lbs.

Size Modifier 0 Age 22

Unspent Points 0

Notes A healthy, well-built Fouereksian who enjoys travel, and knows how to look after a cart and drive off problems.

ST	10	[ 0 ]	HP	10	CURRENT	[ 0 ]	MP	CURRENT		Magery:	[ ]
									Staff:	[ ]	
DX	10	[ 0 ]	Will	11		[ 0 ]	Languages	Spoken		Written	
								Morporkian (Native Language)	(Native)	(Native)	[ 0 ]
IQ	11	[ 20 ]	Per	11		[ 0 ]	DR	TL: 4		[ 0 ]	
									Cultural Familiarities		
HT	11	[ 10 ]	FP	11	CURRENT	[ 0 ]	0	Sto Plains/Uberwald (Native)		[ 0 ]	

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d  
BASIC SPEED 5.25 [ 0 ] BASIC MOVE 5 [ 0 ]

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

## ADVANTAGES AND PERKS

Combat Reflexes	[ 15 ]
Fearlessness 2	[ 4 ]
Statuesque	[ 1 ]

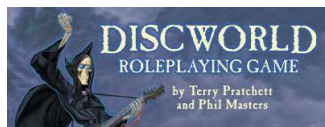
## DISADVANTAGES AND QUIRKS

Overconfidence (12 or less)	[ -5 ]
Sense of Duty (Travelling Companions) (Small Group)	[ -5 ]
Status -1	[ -5 ]
Wealth (Struggling)	[ -10 ]
Expression ("D'ya have to be such a ...")	[ -1 ]
Scary-Pragmatic	[ -1 ]

PARRY	9	Reaction Modifiers
DX		
BLOCK	7	Appearance: Status: -1; Includes: -1 from 'Status' Other: +0 Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
DX		

## SKILLS

Name	Level	Relative Level
Animal Handling (Equines)	10	IQ-1 [ 1 ]
Carousing	13	HT+2 [ 4 ]
Fast-Talk	12	IQ+1 [ 4 ]
Hiking	12	HT+1 [ 4 ]
Knot-Tying	11	DX+1 [ 2 ]
Mechanic/TL4 (Animal-Drawn Vehicle)	12	IQ+1 [ 4 ]
Scrounging	12	Per+1 [ 2 ]
Singing	12	HT+1 [ 2 ]
Sling	10	DX+0 [ 4 ]



Sharlen O'Dire

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	10 (No)				
1	Boots	1d-1 cr	C,1	8 (No)			4	3
	Kick	1d-2 cr	C,1	8 (No)				
	Punch	1d-3 cr	C	10 (9)				
1	Small Knife						1.5	.5
	Swing	1d-3 cut	C,1	6 (6)	5			
	Thrust	1d-3 imp	C	6 (6)	5	[1]		

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Sling												1	.5
	Stone	1d pi	0	0 / 0	1	1(2)	10	6	-4				[1, ]	
	Lead bullet	1d+1 pi	0	0 / 0	1	1(2)	10	6	-4				[1, ]	
1	Small Knife	1d-3 imp	0	0 / 0	1	T(1)	6	5	-1				1.5	.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
1	Backpack, Small		3.25	4
1	Ordinary Clothes (Free to starting character)		0	2
1	Personal Basics		.25	1
1	Pouch		.5	.5
1	Pouch		39.5	0
10	Sling Stone		0	.5
1	Spare Cash		39	0

**APPEARANCE****POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 30 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 20 ]
Disadvantages/Quirks	[ -27 ]
Skills/Standardised Spells	[ 27 ]
Other	[ ]