

Name Captain Harquin

Player

Point Total 125

Ht 5'11"

Wt 140 lbs.

Size Modifier 0

Age Ancient

Unspent Points 0

Notes A walking skeleton, permanently encased in antique scale armour and helmet.

<b>ST</b>	11	[ 20 ]	<b>HP</b>	12	[ 2 ]
<b>DX</b>	11	[ 0 ]	<b>Will</b>	13	[ 10 ]
<b>IQ</b>	11	[ 20 ]	<b>Per</b>	11	[ 0 ]
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	[ 0 ]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1  
 BASIC SPEED 5 [ -10 ] BASIC MOVE 5 [ -5 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 5	Dodge 9
Light (1) = 2 x BL 48	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 72	BM x 0.6 3	Dodge - 2 7
<b>Heavy (3) = 6 x BL 144</b>	<b>BM x 0.4 2</b>	<b>Dodge - 3 6</b>
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 5

#### TEMPLATES AND METATRAITS

Animated Skeleton [ 214 ]  
 Extra Damage Resistant +3 (Only vs, Impaling Damage) [9];  
 Injury Tolerance (No Blood; No Vitals; Unliving) [30];  
 Repairable\*DISABLED\* (Sewing) [50]; Resistant (Disease)  
 (Occasional) (Immunity) [10]; Resistant (Poison) (Common)  
 (Immunity) [15]; Claws (Blunt Claws) [3]; Damage Resistance  
 1 [5]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't  
 Sleep [20]; Extra Basic Move 1 (Affects Move) [5]; Extra DX  
 1 (Affects DX) [20]; Fearlessness 3 [6]; High Pain Threshold  
 [10]; Night Vision 2 [2]; Pressure-Proof [15]; Temperature  
 Tolerance (Cold) 3 [6]; Temperature Tolerance (Heat) 3 [6];  
 Longevity [1]; Appearance (Ugly) [-8]; Reduced ST -1  
 (Affects ST) [-10]; Cannot Float [-1]; Social Stigma (Minority  
 Group) [-10]; NO Repairable (Sewing) [-50].

#### ADVANTAGES AND PERKS

Combat Reflexes [ 15 ]  
 Military Rank 4 [ 20 ]  
 Status (+1) [ 0 ]  
 Boredom Immunity [ 1 ]  
 Fearsome Stare [ 1 ]

#### DISADVANTAGES AND QUIRKS

Code of Honour (Soldier's) [ -10 ]  
 Disturbing Voice [ -10 ]  
 Duty (Sto Lat Secret Service) (12 or less (quite often)) [ -10 ]  
 Fanaticism (The Royal House of Sto Lat) [ -15 ]  
 Incurious (12 or less) [ -5 ]  
 Low Empathy [ -20 ]  
 Low TL -1 [ -5 ]  
 NO Repairable (Sewing) [ -50 ]  
 Stubbornness [ -5 ]  
 Unhealing (Can only be repaired by a lengthy and  
 complex necromantic ritual) (Partial) [ -20 ]  
 Unnaturally Fragile (Automatically falls apart at -HP or  
 below) [ -50 ]  
 Attentive [ -1 ]  
 Chauvinistic [ -1 ]  
 Delusion [ -1 ]  
 Dull [ -1 ]

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

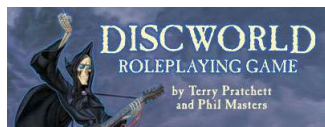
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [ 0 ]

<b>DR</b> <b>4+1</b>	<b>TL: 3</b> [ 0 ] <b>Cultural Familiarities</b> Sto Plains/Uberwald (Native) [ 0 ]
-------------------------	---

<b>PARRY</b> 11 Broadsword BLOCK 11 Shield	<b>Reaction Modifiers</b>  <b>Appearance: -2/-2</b> <i>Unappealing Includes: -2 from 'Appearance'</i> <i>Appealing Includes: -2 from 'Appearance'</i> <b>Status: +1; Includes: +1 from 'Status'</b> <b>Other: +0</b> Conditional: -2 from 'Social Stigma (Minority Group)', - 2 from 'Disturbing Voice' when talking to people, -1 from 'Stubbornness' when attitude noticed
---	---

#### SKILLS

Name	Level	Relative Level
Area Knowledge (Kingdom of Sto Lat)	12	IQ+1 [ 2 ]
Broadsword	14	DX+3 [ 12 ]
Heraldry	10	IQ-1 [ 1 ]
Intimidation	13	Will+0 [ 2 ]
Savoir-Faire (Military)	9	IQ-2 [ 2 ]
Includes: -3 from 'Low Empathy'		
Shield	14	DX+3 [ 8 ]
Soldier/TL3	12	IQ+1 [ 4 ]



Captain Harquin

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Bite	1d-2 cr	C	11 (No)				
1	Broadsword						30	3
	Swing	1d+2 cut	1	14 (11)	10			
	Thrust	1d+1 imp	1	14 (11)	10			
	Kick	1d cr	C,1	9 (No)				
	Punch	1d-1 cr	C	11 (9)				
1	Shield	1d-1 cr	1	14 (No)			3	15
1	Small Knife						1.5	.5
	Swing	1d-2 cut	C,1	7 (6)	5			
	Thrust	1d-2 imp	C	7 (6)	5	[1]		

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Small Knife	1d-2 imp	0	6 / 11	1	T(1)	7	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.

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**

Qty	Item	Location	Cost	Weight
1	Backpack, Small		3	3
1	Mail Armour	full suit, skull	50	75
1	Personal Basics		.25	1
1	Torch		.15	1
1	Whetstone		.25	1

**APPEARANCE****POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 47 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 251 ]
Disadvantages/Quirks	[ -204 ]
Skills/Standardised Spells	[ 31 ]
Other	[ ]