

Name Miss Baccarat

Player

Point Total 125

Ht 5'6"

Wt 95 lbs.

Size Modifier 0 Age 25

Unspent Points 0

Notes A wall-eyed, bow-legged woman who dresses in inappropriate "voodoo gypsy" style.

| | | | | | |
|-----------|----|---------|-------------|----|-------|
| ST | 8 | [-20] | HP | 8 | [0] |
| DX | 10 | [0] | Will | 13 | [0] |
| IQ | 13 | [60] | Per | 13 | [0] |
| HT | 10 | [0] | FP | 10 | [0] |

BASIC LIFT 13 DAMAGE Thr 1d-3 Sw 1d-2
 BASIC SPEED 5 [0] BASIC MOVE 5 [0]

| ENCUMBRANCE | MOVE | DODGE |
|---------------------------|------------|-------------|
| None (0) = BL 13 | BM x 1 5 | Dodge 9 |
| Light (1) = 2 x BL 26 | BM x 0.8 4 | Dodge - 1 8 |
| Medium (2) = 3 x BL 39 | BM x 0.6 3 | Dodge - 2 7 |
| Heavy (3) = 6 x BL 78 | BM x 0.4 2 | Dodge - 3 6 |
| X-Heavy (4) = 10 x BL 130 | BM x 0.2 1 | Dodge - 4 5 |

ADVANTAGES AND PERKS

| | |
|--|--------|
| Combat Reflexes | [15] |
| Magery 0 | [5] |
| Medium (Can perceive and communicate with spirits, particularly spirits of the dead) | [10] |
| Night Vision 1 | [1] |
| Resistant (Disease) (Occasional) (+3) | [3] |
| Social Regard (Feared) 1 | [5] |
| Status (+1) | [5] |
| Fearsome Stare (Can use Intimidation skill without saying anything) | [1] |

DISADVANTAGES AND QUIRKS

| | |
|--|--------|
| Appearance (Ugly) | [-8] |
| Code of Honour (Wise-Woman's) | [-5] |
| Overconfidence (15 or less) | [-2] |
| Bowlegged (-1 to jumping attempts and occasionally to reactions) | [-1] |
| Enjoys travel and seeing the world | [-1] |
| Horrible Hangovers (Extra -3 to all hangover penalties, +3 hours to hangover duration) | [-1] |
| Likes Card Games | [-1] |
| Nosy | [-1] |

| CURRENT | | |
|---------|---|-----------------------------------|
| MP | 5 | |
| | | Magery 2 [20] Staff: [] |

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

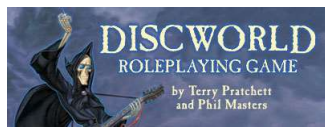
| | | |
|-----------|-------------------------------|-------|
| DR | TL: 4 | [0] |
| 0 | Cultural Familiarities | |
| | Sto Plains/Uberwald (Native) | [0] |

| | |
|--------------|---|
| PARRY | Reaction Modifiers |
| 9 | Appearance: -2/-2 |
| Brawling | Unappealing Includes: -2 from 'Appearance' |
| BLOCK | Appealing Includes: -2 from 'Appearance' |
| 7 | Status: +1; Includes: +1 from 'Status' |
| DX | Other: +1; Includes: +1 from 'Social Regard (Feared)' |
| | Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs |

| Name | Level | Relative Level |
|---|-------|----------------|
| Acting | 12 | IQ-1 [1] |
| Brawling | 10 | DX+0 [1] |
| Cooking | 12 | IQ-1 [1] |
| Fortune-Telling (Cuisinomanancy) | 12 | IQ-1 [1] |
| Games (Cripple Mr. Onion) | 13 | IQ+0 [1] |
| Herbalism (Human) | 13 | IQ+0 [4] |
| Housekeeping | 13 | IQ+0 [1] |
| Intimidation | 13 | Will+0 [2] |
| Magical Form: Divination | 14 | IQ+1 [4] |
| Includes: +2 from 'Magery' | | |
| Magical Form: Elementalism | 13 | IQ+0 [2] |
| Includes: +2 from 'Magery' | | |
| Magical Form: Magianism | 8 | IQ-5 [0] |
| Includes: +2 from 'Magery' | | |
| Magical Form: Necromancy | 8 | IQ-5 [0] |
| Includes: +2 from 'Magery' | | |
| Magical Form: Physiomanancy | 13 | IQ+0 [2] |
| Includes: +2 from 'Magery' | | |
| Magical Form: Psychomancy | 8 | IQ-5 [0] |
| Includes: +2 from 'Magery' | | |
| Magical Form: Sortilege | 8 | IQ-5 [0] |
| Includes: +2 from 'Magery' | | |
| Magical Form: Summonation | 8 | IQ-5 [0] |
| Includes: +2 from 'Magery' | | |
| Naturalist | 14 | IQ+1 [4] |
| Includes: +2 from 'Magery' | | |
| Occultism | 11 | IQ-2 [1] |
| Physician/TL4 (Human) | 12 | IQ-1 [1] |
| Poisons/TL4 | 11 | IQ-2 [1] |
| Psychology (Human) | 13 | IQ+0 [4] |
| Religious Ritual (Genuan Voodoo) | 11 | IQ-2 [1] |
| Stealth | 10 | DX+0 [2] |
| Spells | | |
| A Little Luck (Magical Form: Sortilege) | 8 | def+2 [0] |
| Chill Finger (Magical Form: Necromancy) | 9 | def+2 [0] |
| Divine Rider: Li'l Punch-Hard (Magical Form: Summonation) | 14 | def+6 [5] |
| Exorcise Ghost (Magical Form: Necromancy) | 10 | def+2 [0] |
| Exorcise Spirit (Magical Form: Summonation) | 11 | def+2 [0] |

Spells (continued)

| Name | Level | | | |
|---|--------------|-------|-------|--|
| Gate Scan (Magical Form: Summonation) | 14 | def+2 | [0] | |
| Scry Shield (Magical Form: Divination) | 13 | def+2 | [0] | |
| Scrying - Crystal Ball (Magical Form: Divination) | 10 | def+2 | [0] | |
| Speak With the Dead (Magical Form: Necromancy) | 11 | def+2 | [0] | |



Miss Baccarat

HAND WEAPONS

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

RANGED WEAPONS

| Qty | Weapon | Damage | Acc | Range | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | No | Cost | Weight |
|-----|-------------|----------|-----|-------|-----|-------|-----|----|------|-----|----|----|------|--------|
| 1 | Small Knife | 1d-4 imp | 0 | 4 / 8 | 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.

This sheet printed from GURPS Character Assistant.

This and other GURPS forms may also be downloaded at www.sjgames.com/gurps/resources/.

Copyright © 2013 Steve Jackson Games Incorporated. All rights reserved.

ARMOR & POSSESSIONS

| Qty | Item | Location | Cost | Weight |
|-----|-------------------------------|----------|------|--------|
| 1 | Bandages | | .5 | 2 |
| 1 | Caroc Cards (Divination Deck) | | 5 | .5 |
| 1 | Crystal Ball | | 10 | 1 |
| 1 | Loose Change | | 1.75 | 0 |
| 1 | Ordinary Clothes | | 0 | 2 |
| 1 | Personal Basics | | .25 | 1 |
| 2 | Pouch | | 1 | 0 |

APPEARANCE**POINTS SUMMARY**

| | | | |
|--|---|-----|---|
| Attributes/Secondary Characteristics | [| 40 |] |
| Advantages/Perks/TL/Languages/Cultural Familiarity | [| 65 |] |
| Disadvantages/Quirks | [| -20 |] |
| Skills/Standardised Spells | [| 40 |] |
| Other | [| |] |