



CHARACTER SHEET

Name Caroline Parker
 Ht 5'3" Wt 125 Appearance Pale skin, dark red hair, blue eyes, thin and wiry
 Player Harrowed Size Modifier 0 Age 23?

Point Total 175
 Unspent Points 0

ST	11	[10]	HP	11	<small>CURRENT</small>	[0]
DX	13	[60]	Will	12		[10]
IQ	11	[20]	Per	13		[15]
HT	10	[0]	FP	10	<small>CURRENT</small>	[0]

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

DR	TL: 5	[0]
0	Cultural Familiarities	

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 6 [5] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
10	Appearance:
Brawling	Status: +0
BLOCK	Other: -3; <i>Includes:</i> -2 from 'Bad Smell', -1 from 'Split Personality'
7	Conditional: -3 from 'Split Personality' when others witness a personality shift
DX	

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	24	BM x 1	6	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
Heavy (3) = 6 x BL	144	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	240	BM x 0.2	1	Dodge - 4	5

SKILLS			
Name	Level	Relative Level	
Acrobatics	12	DX-1	[2]
Brawling	14	DX+1	[2]
Parry: 10			
Climbing	15	DX+2	[1]
Escape	14	DX+1	[1]
Fast-Talk	11	IQ+0	[2]
Filch	12	DX-1	[1]
Forced Entry	13	DX+0	[1]
Gambling	10	IQ-1	[1]
Guns/TL5 (Pistol)	14	DX+1	[2]
Hidden Lore (The Weird West)	10	IQ-1	[1]
Intimidation	11	Will-1	[1]
Knife	14	DX+1	[2]
Parry: 9			
Lockpicking/TL5	11	IQ+0	[2]
Observation	13	Per+0	[2]
Occultism	10	IQ-1	[1]
Pickpocket	12	DX-1	[2]
Riding (Equines)	12	DX-1	[1]
Running	9	HT-1	[1]
Search	12	Per-1	[1]
Stealth	13	DX+0	[2]
Thrown Weapon (Knife)	14	DX+1	[2]

TEMPLATES AND METATRAITS	
Harrowed (Secret)	[77]
ADVANTAGES AND PERKS	
Flexibility	[5]
Night Vision (Cat Eyes) 7	[7]
Ultravision (Cat Eyes)	[10]
DISADVANTAGES AND QUIRKS	
Colorblindness	[-10]
Curious (12 or less)	[-5]
Greed (12 or less)	[-15]
Kleptomania (12 or less)	[-15]
No Sense of Smell/Taste	[-5]
Phobia (Demophobia: Crowds) (12 or less)	[-15]
Wealth (Struggling)	[-10]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Brawling						
	Punch	1d-2 cr	C	14 (10)			
	Bite	1d-2 cr	C	14 (No)			
	Kick	1d-1 cr	C,1	12 (No)			
1	Large Knife					40	1
	Swing	1d-1 cut	C,1	14 (9) 6			
	Thrust	1d-1 imp	C	14 (9) 6	[1]		

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Large Knife	1d-1 imp	0	9 / 17	1	T(1)	14	6	-2		4		40	1
1	Revolver, .36	2d-1 pi	1	120 / 1300	1	6(3i)	14	10	-2	2	3		150	2.5

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 © 2004 Steve Jackson Games Incorporated. All rights reserved.

ARMOR & POSSESSIONS				Cost	Weight
Qty	Item	Location			

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[120]
Advantages/Perks/TL/Languages/Cultural Familiarity	[99]
Disadvantages/Quirks	[-75]
Skills/Techniques	[31]
Other	[]