



CHARACTER SHEET

Name Wen Lo
 Ht 5'4" Wt 140 Size Modifier 0 Age 24
 Appearance Short black hair; slim; obvious Chinese ancestry

Player Martial Artist
 Point Total 175
 Unspent Points 0

ST	13	[30]	HP	13	<small>CURRENT</small>	[0]
DX	13	[60]	Will	11		[5]
IQ	11	[20]	Per	11		[5]
HT	11	[10]	FP	11	<small>CURRENT</small>	[0]

Languages		Spoken	Written	
English		(Accented)	(Accented)	[4]
Mandarin (Native Language)		(Native)	(Native)	[0]

DR	TL: 2	[0]
0	Cultural Familiarities	

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 6 [0] BASIC MOVE 6 [0]

PARRY	Reaction Modifiers
12 Staff	Appearance:
BLOCK	Status: +0
7	Other: +0
DX	Conditional: -2 from 'Social Stigma (Minority Group)'

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	34	BM x 1	6	Dodge	9
Light (1) = 2 x BL	68	BM x 0.8	4	Dodge - 1	8
Medium (2) = 3 x BL	102	BM x 0.6	3	Dodge - 2	7
Heavy (3) = 6 x BL	204	BM x 0.4	2	Dodge - 3	6
X-Heavy (4) = 10 x BL	340	BM x 0.2	1	Dodge - 4	5

SKILLS			
Name	Level	Relative Level	
Acrobatics	15	DX+2	[1]
Area Knowledge (Colorado)	11	IQ+0	[1]
Body Control	12	HT+1	[1]
Breath Control	13	HT+2	[1]
Climbing	16	DX+3	[1]
Esoteric Medicine	13	Per+2	[1]
Judo	14	DX+1	[8]
Parry: 10			
Karate	14	DX+1	[8]
Parry: 10			
Kiai	14	HT+3	[2]
Light Walk	15	DX+2	[1]
Lizard Climb	15	DX+2	[1]
Meditation	10	Will-1	[2]
Philosophy (Taoism)	10	IQ-1	[2]
Pressure Points (Staff)	14	IQ+3	[2]
Pressure Points (Thrown Object)	14	IQ+3	[2]
Pressure Points (Unarmed)	16	IQ+5	[8]
Pressure Secrets (Unarmed)	14	IQ+3	[4]
Staff	14	DX+1	[4]
Parry: 12			
Stealth	16	DX+3	[1]
Survival (Plains)	10	Per-1	[1]
Tactics	10	IQ-1	[2]
Throwing Art	17	DX+4	[4]

ADVANTAGES AND PERKS	
Chi of Earth 4	[20]
Chi of Wood 4	[20]
Claws (Blunt Claws)	[3]
Trained By A Master	[30]
DISADVANTAGES AND QUIRKS	
Code of Honor (Xia)	[-10]
Discipline of Faith (Asceticism)	[-15]
Gullibility (12 or less)	[-10]
Low TL -3	[-15]
Pacifism (Self-Defense Only)	[-15]
Social Stigma (Minority Group)	[-10]
Wealth (Poor)	[-15]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-1 cr	C	13 (No)			
	Karate Punch	1d+2 cr	C	14 (10)			
	Kick	1d+3 cr	C,1	12 (No)			
1	Staff	2d+1 cr	1,2	14 (12) 7†		10	4

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Thrown Bullet	1d+1 cr	1	15 / 22	1	T	0	*	*	1	*		0	0
1	Thrown Card	1d-1 cut	1	15 / 22	1	T	0	*	*	1	*		0	0
1	Thrown Pebble	1d-1 cr	1	15 / 22	1	T	0	*	*	1	*		0	0
1	Thrown Rail Spike	1d+2 imp	1	15 / 22	1	T	0	*	*	1	*		0	0
1	Thrown Rock	1d+3 cr	1	15 / 22	1	T	0	*	*	1	*		0	0
1	Thrown Staff*	2d+4 cr	1	15 / 22	1	T	0	*	*	1	*		0	0

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			Cost	Weight
Qty	Item	Location		

CHARACTER NOTES
* Or thrown club, pistol, bat, pool cue, etc.

POINTS SUMMARY

Attributes/Secondary Characteristics	[130]
Advantages/Perks/TL/Languages/Cultural Familiarity	[77]
Disadvantages/Quirks	[-90]
Skills/Techniques	[58]
Other	[]