



CHARACTER SHEET

Name Christopher Matthews
 Ht 5'7" Wt 140
 Appearance Straight black hair in a short ponytail, light tan eyes, slim build

Player
 Size Modifier 0 Age 24

Point Total 400
 Unspent Points 0

| | | | | | |
|-----------|----|--------|-------------|----|--------|
| ST | 18 | [80] | HP | 18 | [0] |
| DX | 14 | [80] | Will | 14 | [10] |
| IQ | 12 | [40] | Per | 13 | [5] |
| HT | 14 | [40] | FP | 14 | [0] |

| Languages | Spoken | Written |
|-------------|----------|----------------|
| Demontongue | (Native) | (Native) [6] |

| | |
|------------|---|
| DR 0 +3 | TL: 8 Cultural Familiarities [0] |
|------------|---|

BASIC LIFT 65 DAMAGE Thr 2d Sw 4d
 BASIC SPEED 7 [0] BASIC MOVE 7 [0]

| | |
|--------------------------------|---|
| PARRY 12 Brawling | Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: -4 from 'Reputation (Traitor)', -1 from 'Tacky dresser (-1 reactions from fashionistas)' |
| BLOCK 0 | |

| ENCUMBRANCE | MOVE | DODGE |
|-------------------------------|-------------------|---------------------|
| None (0) = BL 65 | BM x 1 7 | Dodge 11 |
| Light (1) = 2 x BL 130 | BM x 0.8 5 | Dodge - 1 10 |
| Medium (2) = 3 x BL 195 | BM x 0.6 4 | Dodge - 2 9 |
| Heavy (3) = 6 x BL 390 | BM x 0.4 2 | Dodge - 3 8 |
| X-Heavy (4) = 10 x BL 650 | BM x 0.2 1 | Dodge - 4 7 |

| SKILLS | | | |
|-------------------------------|-------|----------------|--------|
| Name | Level | Relative Level | |
| Area Knowledge (City) | 13 | IQ+1 | [2] |
| Axe/Mace | 15 | DX+1 | [3] |
| Parry: 11 | | | |
| Brawling | 16 | DX+2 | [4] |
| Parry: 12 | | | |
| Carousing | 14 | HT+0 | [1] |
| Filch | 13 | DX-1 | [1] |
| First Aid/TL8 | 12 | IQ+0 | [1] |
| Forced Entry | 15 | DX+1 | [2] |
| Guns/TL8 (Shotgun) | 16 | DX+2 | [4] |
| Guns/TL8 (Submachine Gun) | 14 | DX+0 | [0] |
| Hidden Lore (Demons) | 13 | IQ+1 | [4] |
| Hidden Lore (Restless Undead) | 12 | IQ+0 | [2] |
| Hidden Lore (Vampires) | 12 | IQ+0 | [2] |
| Holdout | 11 | IQ-1 | [1] |
| Interrogation | 12 | IQ+0 | [0] |
| Intimidation | 15 | Will+1 | [4] |
| Knife | 16 | DX+2 | [4] |
| Parry: 11 | | | |
| Lockpicking/TL8 | 11 | IQ-1 | [1] |
| Observation | 13 | Per+0 | [2] |
| Occultism | 13 | IQ+1 | [4] |
| Scrounging | 14 | Per+1 | [2] |
| Stealth | 14 | DX+0 | [2] |
| Streetwise | 13 | IQ+1 | [4] |
| Thaumatology | 10 | IQ-2 | [2] |
| Theology (Abrahamic) | 14 | IQ+2 | [12] |
| Thrown Weapon (Knife) | 15 | DX+1 | [2] |
| Two-Handed Axe/Mace | 16 | DX+2 | [8] |
| Parry: 12 | | | |
| Urban Survival | 14 | Per+1 | [4] |
| Wrestling | 14 | DX+0 | [2] |
| Parry: 11 | | | |

| ADVANTAGES AND PERKS | |
|---|---------|
| Combat Reflexes | [15] |
| Contact (Blind Pete, Homeless man) (Effective Skill 15) (15 or less; Somewhat Reliable) | [6] |
| Contact (John Phelps, Crooked cop) (Effective Skill 15) (12 or less; Somewhat Reliable) | [4] |
| Damage Resistance (Racial) 3 (No Signature; Tough Skin) | [12] |
| Fearlessness 2 | [4] |
| High Pain Threshold | [10] |
| Higher Purpose (Hunt Demons) | [5] |
| Luck | [15] |
| Night Vision (Racial) 7 | [7] |
| Regeneration (Racial) (Regular: 1HP/Hr) | [25] |
| Resistant (Metabolic Hazards; Racial) (Very Common) (+8) | [15] |
| Striking ST (Racial) 4 | [20] |
| Off-Hand Weapon Training (Axe/Mace) | [1] |
| DISADVANTAGES AND QUIRKS | |
| Charitable (12 or less) | [-15] |
| Divine Curse (The truly devout find you disturbing; Racial) | [-5] |
| Guilt Complex | [-5] |
| Low Self-Image | [-10] |
| Obsession (Rid the world of monsters) (9 or less) | [-15] |
| Reputation (Traitor) -4 (10 or less; Demons) | [-5] |
| Vow (Never kill a human) | [-10] |
| Wealth (Struggling) | [-10] |
| Attends every (reasonably-priced) concert within 50 miles | [-1] |
| Has a sincere respect for the faithful | [-1] |
| Loves meaningful tattoos, hates meaningless "pretty" ones | [-1] |
| Personality Change (Bad Temper toward those who hurt others) | [-1] |
| Tacky dresser (-1 reactions from fashionistas) | [-1] |



CHARACTER SHEET
Christopher Matthews

| HAND WEAPONS | | | | | | | Cost | Weight |
|--------------|--------------|--------------|-------|----------|----------|--|------|--------|
| Qty | Weapon | Damage | Reach | Lvl(Pry) | Notes | | | |
| 1 | Axe | 4d+3 cut | 1 | 16 | (12U)[1] | | 800 | 3 |
| | Brawling | | | | | | | |
| | Punch | 2d+1 cr | C | 16 | (12) | | | |
| | Bite | 2d+1 cr | C | 16 | (No) | | | |
| | Kick | 2d+2 cr | C,1 | 14 | (No) | | | |
| 1 | Great Axe | 4d+5 cut | 1,2* | 17 | (12U)[1] | | 1700 | 6 |
| 2 | Wooden Stake | 2d (0.5) imp | C | 16 | (11) | | 8 | 1 |

| RANGED WEAPONS | | | | | | | | | | | | | Cost | Weight | |
|----------------|----------------|-----------------|-----|------------|-----|---------|-----|-----|------|-----|----|-------|------|--------|-----|
| Qty | Weapon | Damage | Acc | Range | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | Notes | | | |
| 1 | Auto Shotgun | | | | | | | | | | | | | 1000 | 7.4 |
| | shot | 1d+1 pi | 3 | 40 / 800 | 3x9 | 7+1(2i) | 16 | 10† | -5 | 1 | | | | | |
| | slug | 5d pi++ | 5 | 100 / 1200 | 3 | 7+1(2i) | 16 | 10† | -5 | 4 | | | | | |
| | HE+P | 4d+1 (0.5) pi++ | 4 | 100 / 1200 | 3 | 7+1(2i) | 16 | 10† | -5 | 4 | | [2] | | | |
| | salt | HT+DR aff | 4 | 0 / 10 | 3 | 7+1(2i) | 16 | 10† | -5 | 4 | | | | | |
| 1 | Machine Pistol | | | | | | | | | | | | | 396 | 6.2 |
| | AP+P | 2d+3 pi- | 2 | 130 / 1400 | 18 | 32(3) | 14 | 10 | -2 | 3 | | | | | |
| | HP+P * | 2d+3 pi+ | 2 | 130 / 1400 | 18 | 32(3) | 14 | 10 | -2 | 3 | | Holy | | | |
| 2 | Wooden Stake | 2d (0.5) imp | 0 | 11 / 22 | 1 | T(1) | 15 | 5 | -2 | | 4 | | | 8 | 1 |

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

| Qty | Item | Location | Cost | Weight |
|-----|---------------------------------------|-------------------|------|--------|
| 67 | _ Available Cash | | 67 | 0 |
| 1 | _ Basic Gear | | 100 | 1.5 |
| 5 | Auto Shotgun Ammo, Hand-Matched Solid | | 200 | 4 |
| 5 | Auto Shotgun Ammo, HE+P | | 420 | 4 |
| 5 | Auto Shotgun Ammo, Rock Salt | | 20 | 4 |
| 5 | Auto Shotgun Ammo, Shot | | 20 | 4 |
| 1 | Binoculars | | 150 | 3 |
| 1 | Bolt Cutters (8d(2) cut) | | 30 | 15 |
| 1 | Boots, Reinforced | feet | 75 | 3 |
| 1 | Cell Phone | | 100 | .5 |
| 1 | Coat, Long Leather | arms, legs, torso | 250 | 10 |
| 1 | Collar, Reinforced | neck | 10 | .5 |
| 1 | Cup, Athletic | groin | 20 | 0 |
| 1 | First Aid Kit | | 10 | 1 |
| 1 | Glasses, Ballistic | eyes | 35 | 0 |
| 1 | Gloves, Shooting | hands | 50 | .5 |
| 1 | Headset, Bluetooth | | 50 | .1 |
| 1 | Helmet, Motorcycle | skull | 200 | 3 |
| 1 | Helmet, Motorcycle (Visor) | eyes, face | 50 | .5 |
| 2 | Holy Water, Bottle | | 4 | 1.2 |
| 1 | Lantern, Electric (5 yds.) | | 30 | 3 |
| 1 | Leggings, Sharp-Proof | legs | 100 | 4 |
| 1 | Load-Bearing Vest (20 lbs.) | | 30 | 2 |
| 1 | Lockpicks (Good) | | 250 | .5 |
| 5 | Machine Pistol Ammo, AP+P | | 150 | 6.5 |
| 5 | Machine Pistol Ammo, HP+P (Holy) | | 200 | 6.5 |
| 5 | Machine Pistol, Magazine | | 145 | 0 |
| 1 | Radio, Pocket (2 mi.) | | 50 | .2 |
| 2 | Silencer | | 2000 | 2 |
| 1 | Sleeves, Sharp-Proof | arms | 100 | 2 |
| 2 | Sling | | 20 | 2 |
| 4 | Thermite (3d burn/25 sec) | | 160 | 4 |
| 1 | Vest, Concealable | torso | 1000 | 2 |

CHARACTER NOTES

[1] Holy, silver-coated, disguised.
[2] HE+P ammo has a 1d-1 cr ex follow-up. If slug penetrates DR, this follow-up damage is tripled and ignores DR!

POINTS SUMMARY

| | |
|--|---------|
| Attributes/Secondary Characteristics | [255] |
| Advantages/Perks/TL/Languages/Cultural Familiarity | [145] |
| Disadvantages/Quirks | [-80] |
| Skills/Techniques | [80] |
| Other | [] |