



Name **Tatsuhiko** Player **Spyke** Point Total **100**
 Ht **5' 9"** Wt **145 lbs** Size Modifier **0** Age **22** Unspent Points **0**
 Appearance **A lightly built Sahudese man, with a black pony tail, dressed in forest green silks.**

ST	11	[10]	HP	11	CURRENT	[0]
DX	13	[60]	Will	10		[0]
IQ	10	[0]	Per	10		[0]
HT	11	[10]	FP	11	CURRENT	[0]

Languages	Spoken	Written
English	(Accented)	[2]
Sahudese (Native Language)	(Native)	(Native) [0]

DR		TL: 3	[0]
Eyes	0	Cultural Familiarities	
Neck	0	Sahud (Native)	[0]
Skull	2		
Face	0		
Torso	0		
Groin	0		
Arms	0		
Hands	0		
Legs	0		
Feet	0		

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

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

PARRY	13	Reaction Modifiers
Staff		
BLOCK	8	Appearance:
DX		Status: +0
		Other: +0

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
Hard to Subdue 1	[2]

DISADVANTAGES AND QUIRKS	
Code of Honor (Sahudese)	[-10]
Obsession (Become a Master) (Long-Term Goal) (12 or less)	[-10]

Name	Level	Relative Level
Acrobatics	11	DX-2 [1]
Body Language (Human)	9	Per-1 [1]
First Aid/TL3 (Human)	10	IQ+0 [1]
Intimidation	9	Will-1 [1]
Judo	11	DX-2 [1]
Jumping	13	DX+0 [1]
Karate	13	DX+0 [4]
Meditation	8	Will-2 [1]
Savoir-Faire (Dojo)	10	IQ+0 [1]
Staff	15	DX+2 [8]
Stealth	12	DX-1 [1]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-2 cr	C	13 (No)			
1	Brass Knuckles	1d cr	C	13 (10)	[3]	10	.25
	Karate						
	Punch	1d-1 cr	C	13 (10)			
	Kick	1d cr	C,1	11 (No)			
1	Quarterstaff					10	4
	staff swing	1d+3 cr	1,2	15 (13) 7†			
	staff thrust	1d+1 cr	1,2	15 (13) 7†			
	sword swing	1d+3 cr	1,2	8 (8) 9†			
	sword thrust	1d cr	2	8 (8) 9†			

RANGED WEAPONS											Cost	Weight		
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		

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
1	Forest green silks		0	2

CHARACTER NOTES
Tatsuhiko is the youngest son of five, and left Clan Nyodo in Sahud a year ago with a deep determination to become a Weapon Master with the quarterstaff. After

(text truncated to fit space)

POINTS SUMMARY

Attributes/Secondary Characteristics	[80]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[19]
Disadvantages/Quirks	[-20]
Skills/Techniques	[21]
Other	[]