



CHARACTER SHEET

Name Feline

Ht 5' 6"

Wt 9 st 10 lbs

Size Modifier 0 Age 17

Appearance attractive cat-girl, with a tail.

Player PC - Thunder in Par Point Total 100

Unspent Points 0

ST	9	[-10]	HP	9	[0]
DX	13	[60]	Will	10	[0]
IQ	10	[0]	Per	11	[5]
HT	10	[0]	FP	10	[0]

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 6 [5] BASIC MOVE 6 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 6	Dodge 10
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 6

ADVANTAGES AND PERKS

Acute Hearing 2	[4]
Acute Taste and Smell 1	[2]
Appearance (Attractive)	[4]
Catfall	[10]
Claws (Sharp Claws)	[5]
Combat Reflexes	[15]
Damage Resistance 1	[5]
Patrons (Uncle) (9 or less)	[10]
Teeth (Sharp Teeth)	[1]
Temperature Tolerance 1	[1]
Purring Voice	[0]
Tail	[0]

DISADVANTAGES AND QUIRKS

Curious (12 or less)	[-5]
Impulsiveness (12 or less)	[-10]
Low TL -2	[-10]
Sleepy (Asleep 1/2 of the time)	[-8]
Collects shells	[-1]
Doesn't think too much about the past	[-1]
Enjoys making necklaces, bracelets, bangles, etc.	[-1]
Loves to go out at night	[-1]
Never unhappy for long	[-1]

Languages	Spoken	Written
Anglic (Native Speaker)	(Native)	(Illiterate) [-3]

DR	TL: 8	[0]
Eyes 0 +1	Cultural Familiarities	
Neck 0 +1		
Skull 2 +1		
Face 0 +1		
Torso 0 +1		
Groin 0 +1		
Arms 0 +1		
Hands 0 +1		
Legs 0 +1		
Feet 0 +1		

PARRY	Reaction Modifiers
10	Appearance: +1/+1
Brawling	<i>Unappealing Includes: +1 from 'Appearance'</i>
BLOCK	<i>Appealing Includes: +1 from 'Appearance'</i>
0	Status: +0
	Other: +0

SKILLS

Name	Level	Relative Level
Acrobatics	12	DX-1 [2]
Area Knowledge (Local area)	10	IQ+0 [1]
Brawling	13	DX+0 [1]
Climbing	12	DX-1 [1]
First Aid/TL8 (Human)	10	IQ+0 [1]
Fishing	12	Per+1 [2]
Games (Improvised)	10	IQ+0 [1]
Hobby Skill (Personal decoration)	13	DX+0 [1]
Jumping	13	DX+0 [1]
Knife	13	DX+0 [1]
Singing	11	HT+1 [2]
Stealth	14	DX+1 [4]
Survival (Island/Beach)	10	Per-1 [1]
Survival (Woodlands)	11	Per+0 [2]
Tracking	11	Per+0 [2]
Weather Sense	9	IQ-1 [1]



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-3 cut	C	13	(10)			
	Bite	1d-3 cut	C	13	(No)			
	Kick	1d-2 cut	C,1	11	(No)			
1	Small Knife						30	.5
	swing	1d-4 cut	C,1	13	(9) 5			
	thrust	1d-3 imp	C	13	(9) 5	[1]		

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Small Knife	1d-3 imp	0	4.5 / 9	1	T(1)	9	5	-1		4	30	.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.

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ARMOR & POSSESSIONS				Cost	Weight
Qty	Item	Location			
1	Summer Clothes			20	2

CHARACTER NOTES
You live a life of carefree abandon, cared for by a mechanical man with steel skin, called Krome, in a small village beneath some tall cliffs. The three of you, Longshanks, Feline and Poddy, have a small hut each. The huts are warm and comfortable, with electric lighting and hot showers. Your meals are served in the refectory by small steel spiders with many arms, who retire to their own long hut to recharge at night.
(text truncated to fit space)

POINTS SUMMARY

Attributes/Secondary Characteristics	[60]
Advantages/Perks/TL/Languages/Cultural Familiarity	[54]
Disadvantages/Quirks	[-38]
Skills/Techniques	[24]
Other	[]

NOTES

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There is a cave in the cliffs, at the head of the village. The chamber inside is wide and tall, but bare except for a large glass screen, standing freely in the middle of the room. Looking after you all is Uncle, who you suspect is a machine like Krome, but who only ever appears to you as a kindly old man in an image on the screen. From time to time, Uncle shows you other pictures on the screen, and you know the place as the Vision Cave.

At the back of the cave there is a heavy steel door, with a keyhole at its centre. Only Krome can pass, opening the door with a key inside the forefinger of his right hand. He will not let you through, and you've long since given up asking.

Your pleasures are rustic, but many. You need never go hungry. You're free to wander the beaches, forests and hills, but it's dangerous to stray too far from the village. Krome watches over you as best he can, but large creatures roam the woods, and an injury could prove fatal if you fall too far from home.

Longshanks and Poddy are your best friends. Boys of course, and sometimes they don't understand stuff you find fascinating, but you know they're both there for you, and that lets you be you! Longshanks is big and strong. Pod is, well, maybe sometimes he thinks too much, but he is clever and kind.