



CHARACTER SHEET

Name Marta

Player PC - Tough female Point Total 150

Ht 5' 9"

Wt 10st 7 lbs Size Modifier 0 Age 45

Unspent Points 0

Appearance Lanky, often grim-faced, but with laughter lines at her eyes. Grey hair tied back in a pony tail.

<b>ST</b>	11	[ 10 ]	<b>HP</b>	11	CURRENT	[ 0 ]
<b>DX</b>	12	[ 40 ]	<b>Will</b>	12		[ 0 ]
<b>IQ</b>	12	[ 40 ]	<b>Per</b>	12		[ 0 ]
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	CURRENT	[ 0 ]

<b>Languages</b>	<b>Spoken</b>	<b>Written</b>
Common (Native Speaker)	(Native)	(Semi-Liter [ -2 ]
Orc	(Broken)	[ 1 ]

<b>DR</b>	<b>TL: 3</b>	[ 0 ]
1*	<b>Cultural Familiarities</b>	

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1  
 BASIC SPEED 5.75 [ 0 ] BASIC MOVE 5 [ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
10	<b>Appearance:</b>
Brawling	<b>Status:</b> +0
<b>BLOCK</b>	<b>Other:</b> +0
8	Conditional: +1 from 'Outdoorsman', -1 from 'Reputation (Known for her sense of fair play and justice)', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved
DX	

<b>ENCUMBRANCE</b>	<b>MOVE</b>	<b>DODGE</b>
<b>None (0) = BL 24</b>	<b>BM x 1 5</b>	<b>Dodge 9</b>
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

<b>ADVANTAGES AND PERKS</b>	
Acute Hearing 1	[ 2 ]
Combat Reflexes	[ 15 ]
Danger Sense	[ 15 ]
High Pain Threshold	[ 10 ]
Outdoorsman 1	[ 10 ]
<b>DISADVANTAGES AND QUIRKS</b>	
Code of Honor (Soldier's) -1	[ -5 ]
Honesty (12 or less)	[ -10 ]
Pacifism (Cannot Harm Innocents)	[ -10 ]
Phobia (Arachnophobia: Spiders) (12 or less)	[ -5 ]
Reputation (Known for her sense of fair play and justice) -1	[ -2 ]
1 (All the time; Small class)	
Truthfulness (12 or less)	[ -5 ]
Bothered by an aching knee	[ -1 ]
Has a secret soft spot for Arban, who she calls 'Old man'	[ -1 ]
Keeps her gear scrupulously clean	[ -1 ]
Likes to answer a question with a question	[ -1 ]
Never talks about the old days	[ -1 ]

<b>SKILLS</b>			
<b>Name</b>	<b>Level</b>	<b>Relative Level</b>	
Acting	11	IQ-1	[ 1 ]
Conditional: -5 from 'Truthfulness' when your purpose is to deceive			
Animal Handling	11	IQ-1	[ 1 ]
Area Knowledge (Kenton region)	12	IQ+0	[ 1 ]
Armoury/TL3	11	IQ-1	[ 1 ]
Bow	14	DX+2	[ 8 ]
Brawling	12	DX+0	[ 1 ]
Parry: 10			
Carousing	11	HT+0	[ 1 ]
Climbing	11	DX-1	[ 1 ]
Fast-Talk	6	IQ-6	[ 1 ]
Includes: -5 from 'Truthfulness'			
First Aid/TL3	12	IQ+0	[ 1 ]
Interrogation	11	IQ-1	[ 1 ]
Jumping	12	DX+0	[ 1 ]
Knife	12	DX+0	[ 1 ]
Parry: 9			
Law	10	IQ-2	[ 1 ]
Leadership	11	IQ-1	[ 1 ]
Naturalist	11	IQ-1	[ 1 ]
Includes: +1 from 'Outdoorsman'			
Riding (Equines)	12	DX+0	[ 2 ]
Scrounging	12	IQ+0	[ 1 ]
Search	11	IQ-1	[ 1 ]
Shortsword	12	DX+0	[ 2 ]
Parry: 10			
Stealth	11	DX-1	[ 1 ]
Streetwise	11	IQ-1	[ 1 ]
Survival (Mountain)	12	IQ+0	[ 1 ]
Includes: +1 from 'Outdoorsman'			
Survival (Woodlands)	12	IQ+0	[ 1 ]
Includes: +1 from 'Outdoorsman'			
Swimming	12	HT+1	[ 2 ]
Throwing	11	DX-1	[ 1 ]
Thrown Weapon (Knife)	12	DX+0	[ 1 ]
Tracking	14	IQ+2	[ 4 ]
Includes: +1 from 'Outdoorsman'			



CHARACTER SHEET

Marta

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Brawling							
	Punch	1d-2 cr	C	12	(10)			
	Kick	1d-1 cr	C,1	10	(No)			
	Bite	1d-2 cr	C	10	(No)			
1	Hatchet (tool)	1d+1 cut	1	6	(7) 8	[1]	15	2
1	Large Knife						40	1
	swing	1d-1 cut	C,1	12	(9) 6			
	thrust	1d-1 imp	C	12	(9) 6	[1]		
1	Shortsword						400	2
	swing	1d+1 cut	1	12	(10) 8			
	thrust	1d-1 imp	1	12	(10) 8			

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Hatchet (tool)	1d+1 cut	1	16.5 / 27.5	1	T(1)	7	8	-2				15	2
1	Large Knife	1d-1 imp	0	8.8 / 16.5	1	T(1)	12	6	-2		4		40	1
1	Light Cloak	spcl.	1	2 / 2	1	T(1)	7	5	-4			[1]	20	2
1	Short Bow	1d-1 imp	1	110 / 165	1	1(2)	14	7†	-6		4	[3]	50	2

**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**

Qty	Item	Location	Cost	Weight
1	Boots	feet	80	3
1	Leather Jacket	arms, torso	50	4
1	Leather Leggings	legs	40	2
1	Pouch		45	3.5
25	Coins		25	2.5
1	Bandages		10	1
1	Saddle Horse		1370	19
1	Saddle & Tack		150	15
1	Blanket		20	4
1	Saddlebags		177	15
1	Rope, 3/8" (per 10 yards)		5	1.5
1	Rations		2	.5
1	Personal Basics		5	1
1	Light Cloak		20	2
1	Lantern		20	2
1	Hatchet (tool)		15	2
1	Canteen		10	3
1	Shoulder quiver		30	1.5
10	Arrow		20	1

**CHARACTER NOTES**

It's rare for women to join the garrison, but Marta has proved herself over the years. She's seen as a mother-figure by some of the new recruits, but they soon find out that she's as tough as old boots and twice as scary.

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 100 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 51 ]
Disadvantages/Quirks	[ -42 ]
Skills/Techniques	[ 41 ]
Other	[ ]