



CHARACTER SHEET

Name Marta
 Ht 5' 9" Wt 10st 7 lbs Size Modifier 0 Age 45
 Appearance Lanky, often grim-faced, but with laughter lines at her eyes. Grey hair tied back in a pony tail. Player PC - Tough female Point Total 150
 Unspent Points 0

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

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

DR	TL: 3	[0]
1*	Cultural Familiarities	

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

PARRY	Reaction Modifiers
10	Appearance:
Brawling	Status: +0
BLOCK	Other: +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	

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

ADVANTAGES AND PERKS	
Acute Hearing 1	[2]
Combat Reflexes	[15]
Danger Sense	[15]
High Pain Threshold	[10]
Outdoorsman 1	[10]
DISADVANTAGES AND QUIRKS	
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]

SKILLS			
Name	Level	Relative Level	
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	[]