



HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Bite	1d-2 cr	C	12 (No)				
	Kick	1d-1 cr	C,1	10 (No)				
1	Large Knife						40	1
	swing	1d cut	C,1	12 (9)	6			
	thrust	1d-1 imp	C	12 (9)	6	[1]		
1	Medium Shield	1d-1 cr	1	14 (No)		[2,3,4]	60	15

RANGED WEAPONS												Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Large Knife	1d-1 imp	0	9.6 / 18	1	T(1)	8	6	-2		4	40	1
1	Throwing Axe	2d cut	2	12 / 18	1	T(1)	14	11	-3		4	60	4

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	Heavy Leather Leggings	legs	60	4
1	Mail Coif	skull, neck	55	4
1	Scale Armor	torso, groin	420	35
1	Scale Sleeves	arms	210	14

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[100]
Advantages/Perks/TL/Languages/Cultural Familiarity	[25]
Disadvantages/Quirks	[0]
Skills/Techniques	[25]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Punch	1d-2 cr	C	12 (10)			
1	Throwing Axe	2d cut	1	16 (12U)1	[1]	60	4