



CHARACTER SHEET

Name Kerna
 Ht 5' 10" Wt 145 lbs.
 Appearance

Player
 Size Modifier 0 Age 26

Point Total 250
 Unspent Points 0

ST	13	[30]	HP	13	CURRENT	[0]
DX	13	[60]	Will	12		[0]
IQ	12	[40]	Per	12		[0]
HT	12	[20]	FP	12	CURRENT	[0]

Languages	Spoken	Written	
Common (Native Language)	(Native)	(Native)	[0]

DR 4	TL: 3 Cultural Familiarities	[0]
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BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1
 BASIC SPEED 6.25 [0] BASIC MOVE 6 [0]

PARRY 11 Broadsword	Reaction Modifiers Appearance: Status: +1; Includes: +1 from 'Status' Other: +0 Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
BLOCK 11 Shield (Shield)	

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	34	BM x 1	6	Dodge	10
Light (1) = 2 x BL	68	BM x 0.8	4	Dodge - 1	9
Medium (2) = 3 x BL	102	BM x 0.6	3	Dodge - 2	8
Heavy (3) = 6 x BL	204	BM x 0.4	2	Dodge - 3	7
X-Heavy (4) = 10 x BL	340	BM x 0.2	1	Dodge - 4	6

MOVEMENT	None	Light	Medium	Heavy	X-Heavy
Ground Move	6	4	3	2	1
Water Move	1	0	0	0	0

SKILLS			
Name	Level	Relative Level	
Area Knowledge (local)	13	IQ+1	[2]
Armoury/TL3 (Body Armor)	12	IQ+0	[2]
Armoury/TL3 (Melee Weapons)	12	IQ+0	[2]
Axe/Mace	12	DX-1	[1]
Bow	14	DX+1	[4]
Brawling	14	DX+1	[2]
Broadsword	15	DX+2	[8]
Climbing	12	DX-1	[1]
Crossbow	13	DX+0	[1]
Diplomacy	12	IQ+0	[4]
Fast-Draw (Knife)	14	DX+1	[1]
Includes: +1 from 'Combat Reflexes'			
Fast-Draw (Sword)	14	DX+1	[1]
Includes: +1 from 'Combat Reflexes'			
Fast-Draw (Throwing Axe)	14	DX+1	[1]
Includes: +1 from 'Combat Reflexes'			
First Aid/TL3 (Human)	12	IQ+0	[1]
Heraldry	11	IQ-1	[1]
Hiking	11	HT-1	[1]
Innate Attack (Projectile)	15	DX+2	[4]
Knife	13	DX+0	[1]
Lance	12	DX-1	[1]
Leadership	12	IQ+0	[2]
Navigation/TL3 (Land)	11	IQ-1	[1]
Riding (Equines)	12	DX-1	[1]
Savoir-Faire (Military)	13	IQ+1	[2]
Search	12	Per+0	[2]
Shield (Shield)	14	DX+1	[2]
Spear	12	DX-1	[1]
Stealth	12	DX-1	[1]
Survival (Plains)	11	Per-1	[1]
Survival (Woodlands)	11	Per-1	[1]
Thrown Weapon (Axe/Mace)	14	DX+1	[2]
Wrestling	13	DX+0	[2]

ADVANTAGES AND PERKS	
Combat Reflexes	[15]
High Pain Threshold	[10]
Magery 1	[10]
Magery 0	[5]
Status (+1)	[5]
DISADVANTAGES AND QUIRKS	
Code of Honor (Soldier's)	[-10]
Curious (12 or less)	[-5]
Duty (Outpost Guardian) (12 or less (quite often))	[-10]
Overconfidence (9 or less)	[-7]



CHARACTER SHEET

Kerna

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-1 cr	C	14 (11)				
	Bite	1d-1 cr	C	14 (No)				
	Kick	1d cr	C,1	12 (No)				
1	Large Knife						40	1
	Swing	2d-3 cut	C,1	13 (9)	6			

RANGED WEAPONS														Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes			
	Explosive Fireball	~1d burn	1	25 / 50			15					~2-6er			
	Fireball	~1d burn	1	25 / 50			15					~1-3er			
1	Large Knife	1d imp	0	10 / 20	1	T(1)	9	6	-2		4		40	1	
1	Throwing Axe	2d+1 cut	2	13 / 20	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	Pot-Helm	skull	100	5
1	Scale Armor	torso, groin	420	35
1	Scale Leggings	legs	250	21
1	Scale Sleeves	arms	210	14

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[150]
Advantages/Perks/TL/Languages/Cultural Familiarity	[45]
Disadvantages/Quirks	[-32]
Skills/Techniques	[87]
Other	[]

HAND WEAPONS (continued)

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
1	Large Knife					40	1
	Swing	2d-3 cut	C,1	13 (9) 6			
	Thrust	1d imp	C	13 (9) 6	[1]		
1	Medium Shield					60	15
	Bash	1d cr	1	14 (No)	[2,3,4]		
	Rush	slam+2 cr	1	14 (No)	[2,3,4]		
1	Throwing Axe	2d+1 cut	1	12 (10U)11	[1]	60	4
1	Thrusting Broadsword					600	3
	Swing	2d cut	1	15 (11) 10			
	Thrust	1d+2 imp	1	15 (11) 10			

Grimoire Of Kerna

Spell Name	Class	Skill Level	Time to Cast	Duration	Cost to Cast	Cost to Maintain	Notes	Page No.
Continual Light	Regular	13	1 sec.	Varies	Varies			M110, B249
Create Fire	Area	11	1 sec.	1 min.	2/H			M72, B246
Daze	Regular/R-HT	11	2 sec.	1 min.	3/2			M134, B250
Explosive Fireball	Missile	13	1 to 3 sec.	Instant	2 to 2xMagery#		~2-6en	M75, B247
Fireball	Missile	11	1 to 3 sec.	Instant	1 to Magery#		~1-3en	M74, B247
Foolishness	Regular/R-Will	11	1 sec.	1 min.	1 per IQ-/H			M134, B250
Ignite Fire	Regular	11	1 sec.	1 sec.	1 to 4/S			M72, B246
Itch	Regular/R-HT	11	1 sec.	Scratch#	2			M35, B244
Lend Energy	Regular	11	1 sec.	Perm.	Varies			M89, B248
Lend Vitality	Regular	11	1 sec.	1 hr.	1 per HP loaned			M89, B248
Light	Regular	11	1 sec.	1 min.	1/1			M110, B249
Major Healing	Regular	12	1 sec.	Perm.	1 to 4			M91, B248
Minor Healing	Regular	11	1 sec.	Perm.	1 to 3			M91, B248
Pain	Regular/R-HT	13	2 sec.	1 sec.	2			M36, B244
Shape Fire	Area	11	1 sec.	1 min.	2/H			M72, B246
Sleep	Regular/R-HT	12	3 sec.	Instant	4			M135, B251
Spasm	Regular/R-HT	11	1 sec.	Instant	2			M35, B244