

Character Name:					Hit Points			Effects		Fatigue		Effects											
Player Name:								None				None											
Height:		Weight:		Size Mod:		Age:		1/2 Move, Dodge				1/2 Move, Dodge											
Rating		Base		Increase		Cost		Base Damage Ratings															
STrength		10						Thrust				HT Roll or Collapse											
DeXterity		10						Swing				HT Roll or die											
Intelligence		10								GURPs		Speed/Range											
HealTh		10										0 < 2											
Hit Points		0						Hit locations and Defense Rating				-1 3											
Will		0								Modifier Random Location DR Armor		-2 5											
Perception		0						-9 - Eyes				-3 7											
Fatigue		0						-7 3-4 Skull				-4 10											
Basic Speed								-5 5 Face				-5 15											
Basic Move								-2 6-7 Right Leg				-6 20											
Basic Lift								-2 8 Right Arm				-7 30											
Encumbrance:								0 9-10 Torso				-8 50											
								-3 11 Groin				-9 70											
Limit		Move		Dodge		Fatigue		-2 12 Left Arm				-10 100											
None (0)						1		-2 13-14 Left Leg				-11 150											
Light (1)						2		-4 15 Hand				-12 200											
Medium (2)						3		-4 16 Foot				-13 300											
Heavy (3)						4		-5 17-18 Neck				-14 500											
X-Heavy (4)						5		-3 - Vitals				-15 700											
Weapon		Skill		Damage		Type		Reach		Parry		Acc		Range		RoF		Weight		ST min		Notes	
Version 1.0 12/24/2017		Dodge				No Load		Block				Shield		Parry				Broadsword					
						Light Load						Cloak				Dagger							
						Medium Load										Staff							
						Heavy Load										Shield							

Skills and Training													
Athletic Skills						Stealth Training						Point Balance	
Skill	Rating	Points	Default	Statistic	Difficulty	Skill	Rating	Points	Default	Statistic	Difficulty	Starting Value	100
Acrobatics				DX	Hard	Camouflage				IQ	Easy		
Climbing				DX	Avg	Escape				DX	Hard		
Jumping				DX	Easy	Filch				DX	Avg		
Lifting				HT	Avg	Forgery				IQ	Hard		
Riding				DX	Avg	Gesture				IQ	Easy		
Running				HT	Avg	Holdout				IQ	Avg		
Skiing				HT	Hard	Lip Reading				Per	Avg		
Survival				Per	Avg	Lockpicking				IQ	Avg		
Swimming				HT	Easy	Observation				Per	Avg		
Tracking				Per	Avg	Pickpocket				DX	Hard		
Blind Fighting +				Per	V-Hard	Search				Per	Avg		
Breaking Blow +				IQ	Hard	Shadowing				IQ	Avg		
Explosives				IQ	Avg	Sleight of Hand				DX	Hard		
Fast-Draw				DX	Easy	Stealth				DX	Avg		
Parry Missile Weapons				DX	Hard	Traps				IQ	Avg		
Power Blow +				Will	Hard	Axe/Mace				DX	Avg		
Pressure Points +				IQ	Hard	Blowpipe				DX	Hard		
Push +				DX	Hard	Bolas				DX	Avg		
Armorsmithing				IQ	Avg	Bow				DX	Avg		
Cartography				IQ	Avg	Boxing				DX	Avg		
Cooking				IQ	Avg	Brawling				DX	Easy		
Fishing				Per	Easy	Broadsword				DX	Avg		
Gardening				IQ	Easy	Cloak				DX	Avg		
Jewelcrafting				IQ	Hard	Club/Tonfa				DX	Avg		
Leatherworking				DX	Easy	Crossbow				DX	Easy		
Rope Use				DX	Easy	Flail				DX	Hard		
Stoneworking				IQ	Easy	Garrote				DX	Easy		
Weaponsmithing				IQ	Avg	Guns - Musket				DX	Easy		
Woodworking				IQ	Hard	Guns - Pistol				DX	Easy		
Linguistics				IQ	Hard	Guns - Rifle				DX	Easy		
Lore - Alchemy				IQ	V-Hard	Guns - Shot				DX	Easy		
Lore - Current Affairs				IQ	Easy	Judo				DX	Hard		
Lore - Demons				IQ	Avg	Karate				DX	Hard		
Lore - Engineering				IQ	Avg	Knife				DX	Easy		
Lore - Faerie and Fay				IQ	Avg	Lance *				DX	Avg		
Lore - Geography				IQ	Hard	Lasso				DX	Avg		
Lore - Geology				IQ	Hard	Main-Gauche				DX	Avg		
Lore - Heraldry				IQ	Avg	Net				DX	Hard		
Lore - Herbs, Plants, and Poisons				IQ	V-Hard	Polearm				DX	Avg		
Lore - History				IQ	Hard	Rapier				DX	Avg		
Lore - Law and Politics				IQ	Hard	Saber				DX	Avg		
Lore - Naturalist				IQ	Hard	Shield				DX	Easy		
Lore - Regional				IQ	Easy	Shortsword				DX	Avg		
Lore - Spirit				IQ	Avg	Sling				DX	Hard		
Lore - Thaumatology				IQ	V-Hard	Smallsword				DX	Avg		
Lore - Theology				IQ	Hard	Spear				DX	Avg		
Navigation				IQ	Avg	Staff				DX	Avg		
Weather Sense				IQ	Avg	Throwing				DX	Avg		
Diagnosis				IQ	Hard	Thrown Weapon				DX	Easy		
First Aid				IQ	Easy	Two-Handed Axe/Mace				DX	Avg		
Surgery *				IQ	V-Hard	Two-Handed Flail				DX	Hard		
Dancing				DX	Avg	Two-Handed Sword				DX	Avg		
Musical Instruments				IQ	Hard	Whip				DX	Avg		
Public Speaking				IQ	Avg	Wrestling				DX	Avg		
Singing				HT	Easy	Misc				DX	Avg		
Body Control +				HT	V-Hard	Boating				DX	Avg		
Body Sense				DX	Hard	Shiphandling				IQ	Hard		
Meditation				Will	Hard								
Mind Block				Will	Avg								
Acting				IQ	Avg								
Animal Handling				IQ	Avg								
Detect Lies				Per	Hard								
Diplomacy				IQ	Hard								
Disguise				IQ	Avg								
Fast-Talk				IQ	Avg								
Gambling				IQ	Avg								
Interrogation				IQ	Avg								
Intimidation				Will	Avg								
Leadership				IQ	Avg								
Merchant				IQ	Avg								
Mimicry				IQ	Hard								
Scrounging				Per	Easy								
Streetwise				IQ	Avg								
												Point Balance	
												Starting Value	100
												Experience	
												Attributes	
												Secondary Attributes	
												Advantages	
												Skills	
												Magic	
												Other	
												Disadvantages (Max -40)	
												Quirks (Max -5)	-5
												Remaining Balance	105

Advantages	Rating	Cost	Disadvantages	Rating	Cost	Disadvantages	Rating	Cost
Damage Resistance		0	Absent-Mindedness		0	Impulsiveness *		0
Dark Vision		0	Addiction		0	Insomniac		0
Extended Lifespan		0	Alcoholism		0	Kleptomania *		0
Hard to Kill		0	Bad Back		0	Light Sleeper		0
Infravision		0	Bad Grip		0	Low Pain Threshold		0
Less Sleep		0	Bad Sight		0	Magic Susceptibility		0
Longevity		0	Bad Smell		0	Miserliness *		0
Night Vision		0	Bad Temper *		0	Missing Digit		0
Absolute Direction		0	Blindness		0	Motion Sickness		0
Acute Hearing		0	Bloodlust *		0	Neurological Disorder		0
Acute Taste and Smell		0	Bully *		0	Night Blindness		0
Acute Touch		0	Callous		0	Nightmares *		0
Acute Vision		0	Cannot Speak		0	No Depth Perception		0
Ambidexterity		0	Charitable *		0	No Sense of Smell/Taste		0
Animal Empathy		0	Chronic Pain		0	Oblivious		0
Catfall		0	Chummy		0	One Arm		0
Charisma		0	Clueless		0	One Eye		0
Clerical Investment		0	Code of Honor		0	One Hand		0
Combat Reflexes		0	Colorblindness		0	Overconfidence *		0
Common Sense		0	Combat Paralysis		0	Pacifism		0
Danger Sense		0	Compulsive Behavior *		0	Phobias		0
Eidetic Memory		0	Cowardice *		0	Post-Combat Shakes *		0
Empathy		0	Curious *		0	Pyromania *		0
Enhanced Block		0	Deafness		0	Restricted Vision		0
Enhanced Dodge		0	Disciplines of Faith		0	Selfish *		0
Enhanced Parry		0	Duty		0	Selfless *		0
Fearlessness		0	Easy to Kill		0	Short Attention Span *		0
Fit		0	Easy to Read		0	Sleepwalker *		0
Flexibility		0	Epilepsy		0	Slow Healing		0
Green Thumb		0	Extra Sleep		0	Slow Riser		0
Hard to Subdue		0	Fearfulness		0	Social Stigma		0
Healer		0	Gluttony *		0	Squeamish *		0
High Manual Dexterity		0	Greed *		0	Stubbornness		0
High Pain Threshold		0	Gullibility *		0	Truthfulness *		0
Lightning Calculator		0	Ham-Fisted		0	Unfit		0
Luck		0	Hard of Hearing		0	Unluckiness		0
Magery		0	Hemophilia		0	Vow		0
Magic Resistance		0	Honesty *		0			
Perfect Balance		0						
Power Investiture		0	Quirks		Cost			
Social Chameleon		0			-1			
Trained By A Master		0			-1			
True Faith		0			-1			
Unfazeable		0			-1			
Voice		0			-1			