

GURPS®

Character Sheet

Name: **Frike** Player: **Mirek Stoklasa**
 Description: "Frike přijít a problém umřít"
 Race: **Human**

Date Created
30-IX-03

Sequence

Unspent Points
0

Point Total
100

80	ST 16	FATIGUE 16	
	45	DX 14	DAMAGE Thrust: 1d+1 Swing: 2d+2 Kick:
		IQ 6	
-30	HT 11	HITS TAKEN	
	Mvmt	BASIC SPEED 6,25 (HT+DX)/4	MOVE 5 Round off
10	SWIM 1		



SKILLS	Pt. Cost	Level
Broadsword	8,0	16 [DX+2]
Fast-Draw	0,0	13 [DX-1]
Shield	0,5	13 [DX-1]
Running	2,0	10 [HT-1]
Swimming	0,5	13 [DX-1]
Orienteering/TL	2,0	6 [IQ]
Survival	2,0	6 [IQ]

ENCUMBRANCE	MOVE
None (0) = 2×ST 32	6
Light (1) = 4×ST 64	5
Med (2) = 6×ST 96	4
Hvy (3) = 12×ST 192	3
X-hvy (4) = 20×ST 320	2

BODY PROTECTION							
	Head	Body	Arms	Legs	Hands	Feet	ALL
PD	3/1	6/4	3/1	3/1		1	6
DR	4/2	4/2	4/2	4/2		1	4

ACTIVE DEFENSES		
DODGE 5 = Move	PARRY 9 Broadsword Weapon/2	BLOCK 7 Shield/2

OTHER PD	OTHER DR
Shield 3 / 3 (vs imp.)	

ADVANTAGES, DISADVANTAGES AND QUIRKS	
-10	Bad Temper
-10	Bully
-15	Greed
-5	Selfish
15	Combat Reflexes
10	Toughness (DR 1)
-1	"Water? Fish Fuck In Water."
-1	Curses In His Native Tongue
-1	Gestures When Speaking
-1	Has A LARGE Laugh
-1	Uses Words He Doesn't Understand

SUMMARY	Point Total
Attributes:	105
Advantages:	25
Disadvantages:	-40
Quirks:	-5
Skills:	15
TOTAL	100

Frike

Player: Mirek Stoklasa

"Frike přijít a problém umřít"

ST: 16 **IQ:** 6 **Move:** 5

DX: 14 **HT:** 11

Total Points: 100

ADVANTAGES

Combat Reflexes (15 points)
Toughness (DR 1) (10 points)

DISADVANTAGES

Bad Temper (-10 points)
Bully (-10 points)
Greed (-15 points)
Selfish (-5 points)

SKILLS

Broadsword-16 [DX+2] (8 points)
Fast-Draw-13 [DX-1] (0 point)
Orienteering/TL-6 [IQ] (2 points)
Running-10 [HT-1] (2 points)
Shield-13 [DX-1] (0,5 point)
Survival-6 [IQ] (2 points)
Swimming-13 [DX-1] (0,5 point)

QUIRKS

"Water? Fish Fuck In Water."
Curses In His Native Tongue
Gestures When Speaking
Has A LARGE Laugh
Uses Words He Doesn't Understand

POSSESSIONS (ARMOR)

1 Chain coif + padded cloth coif [4 lb]: PD(3) PD/Imp(1) DR(4) DR/Imp(2) COVERS(3-4, 5)
1 Chainmail (arms) [9 lb]: PD(3) PD/Imp(1) DR(4) DR/Imp(2) COVERS(6, 8)
1 Chainmail (legs) [15 lb]: PD(3) PD/Imp(1) DR(4) DR/Imp(2) COVERS(12-14)
1 Chainmail (over padded cloth armor) [25 lb]: PD(3) PD/Imp(1) DR(4) DR/Imp(2) COVERS(9-11, 17-18)
1 Shoes [2 lb]: PD(1) PD/Imp(0) DR(1) DR/Imp(0) COVERS(15-16)

POSSESSIONS (WEAPON)

1 Broadsword [3 lb]: Damage(cut/sw+1| cr/thr+1) Skill(Broadsword-16)

POSSESSIONS (SHIELD)

1 Medium Shield [15 lb]: PD(3) PD/Imp(3) DR(0) DR/Imp(0) COVERS()

POSSESSIONS (OTHER)

1 Backpack, large [10 lb]

SUMMARY

Attributes: 105
Advantages: 25
Disadvantages: -40
Quirks: -5
Skills: 15
Possessions - Total Carried Weight: 83
Possessions - Total Weight: 83

MISCELLANEOUS INFORMATION

Tech Level: 3
Game Name: Pláťovo doupě
Encumbrance: 2
Will: 6
Hearing: 6
Vision: 6
Smelling: 6
Tasting: 6
Money: 1000

ADV./DISADV. SPECIFICATIONS

Bad Temper

category: Mental Disadvantage
see Basic Set, 3/e, Revised (p.31).

description: You are not in full control of your emotions. In any stressful situation, you must make a Will roll. A failed roll means you lose your temper, and must insult, attack or otherwise act against the cause of the stress.

Bully

category: Mental Disadvantage
see Basic Set, 3/e, Revised (p.31), Lite (p.11).

description: You like to push people around whenever you can get away with it. Depending on your personality and position, this may take the form of physical attacks, intellectual harassment or social "cutting." Make a Will roll to avoid gross bullying when you know you shouldn't - but to roleplay your character properly, you should bully anybody you can. Since nobody likes a bully, others react to you at a -2.

Greed

category: Mental Disadvantage
see Basic Set, 3/e, Revised (p.33), Lite (p.11).

description: You lust for wealth. Any time riches are offered - as payment for fair work, gains from adventure, spoils of crime, or just bait you must make a Will roll to avoid temptation. The GM may modify this roll if the money involved is small relative to your own wealth. Small amounts of money will not tempt a rich character (much), but a poor character will have to roll at -5 or even more if a rich prize is in the offing. Honest characters (see below) roll at +5 to resist a shady deal and +10 to resist outright crime. However, almost any greedy character will eventually do something illegal.

Selfish

category: Mental Disadvantage
see Uplift (p.36), Compendium I (p.94).

description: You are very conscious of status, and spend much of your time striving for social dominance. Races with this trait often sublimate their striving for status into ritual and complex caste systems. Selfish characters react at -3 to orders, insults or social slights.

Combat Reflexes

category: Advantage
modifiers: Fast-Draw+1 | Fright Check+1 | Dodge+1 | Block+1 | Parry+1
see Basic Set, 3/e, Revised (p.20), Lite (p.9).

description: You have extraordinary reactions and are very rarely surprised for more than a moment. You get a +1 to any Active Defense in combat. You also get a +1 on any Fast-Draw skill, and +2 to any Fright Check (p. 93). And you never "freeze" (see p. 122). Furthermore, your side gets +1 on initiative rolls to avoid a surprise attack, or +2 if you are the leader. You, personally, get a +6 on any IQ roll to wake up or to recover from surprise or a mental "stun."

Toughness (DR 1)

category: Advantage
modifiers: DR+1
see Basic Set, 3/e, Revised (p.23).

description: Your skin and flesh are tougher than the average human's. Your body itself has a Damage Resistance score. This DR is treated just like the DR from armor: you subtract it from the damage done by any blow, before you multiply the damage done by a cutting or impaling weapon. Toughness does not make you any harder to hit - it just lets you survive more injury. Toughness does not let your skin "turn" weapons. They still break the skin - they may even draw blood. But you're not hurt.

However, if a poisoned weapon breaks your skin, the poison will do its normal damage. Note also that your eyes are not tough! A hit there will do normal damage.

Cost: 10 points for DR 1, or 25 points for DR 2. Higher bodily DRs are not possible to a "natural" human. But some creatures have natural Toughness, or even natural armor that can stop weapons.

SKILL SPECIFICATIONS

Broadsword (PA)

category: Combat/Weapons
defaults: DX-5 | Shortsword-2 | Force Sword-3
see Basic Set, 3/e, Revised (p.50), Lite (p.15).

description: Ability to use any 2- to 4-foot, balanced, one-handed weapon - including broadswords, one-handed bastard swords, baseball bats and anything similar.

Fast-Draw (PE)

category: Combat/Weapons

see Basic Set, 3/e, Revised (p.50), Old West (p.79).

description: This is a separate skill for each type of weapon. Fast-Draw is available for the following weapons: Knife, Blackjack, Sword (onehanded), Two-Handed Sword, Arrow (including crossbow bolts), Pistol, Rifle (including submachine guns, etc.), Magazine, Speedloader. The GM may add a new Fast-Draw skill for any weapon if it can reasonably be drawn quickly, but is significantly different from all the above weapons. This skill is used when you wish to ready a weapon from its holster, scabbard, etc. A successful roll means you ready the item instantly (this does not count as a maneuver). You may attack with the weapon (or load the bow) on the same turn. A failed roll means you ready the item normally, but may do nothing else that turn (if it's an arrow, you drop it). A critical miss means you drop the weapon - or, for arrows, the whole quiver! Combat Reflexes advantage gives a +1 on Fast-Draw skill.

Shield (PE)

category: Combat/Weapons

defaults: DX-4 | Buckler-2

see Basic Set, 3/e, Revised (p.52), Lite (p.16).

description: This is the ability to use a medieval-type shield or a police riot shield. This skill is necessary to attack with a shield. However, the passive defense from a shield (1-4 points) protects the carrier, even if he doesn't know how to use it. The active defense from a shield -your Block score - is 1/2 of your Shield skill. Thus, you can block much better if you have studied Shield than if you are using default skill. The average person's DX is 10, so his default Shield skill is 6, and his Block score is only 3! See also Force Shield, p. 50.

Running (HH)

category: Athletic

see Basic Set, 3/e, Revised (p.48), Lite (p.16).

description: This skill is based on HT, not DX. It represents training in sprints and long-distance running. If you have studied this skill, divide your skill level by 8 (don't round down) and add the result to your Speed for the purpose of calculating your Move score for the purposes of using the Move maneuver on land (it does not affect Dodge!). For instance, if you have a Running skill of 18, your Speed is increased by 2.25 before calculating your Move. See Running, p. 88.

Swimming (PE)

category: Athletic

defaults: ST-5 | DX-4

see Basic Set, 3/e, Revised (p.49), Lite (p.17).

description: This skill is used both for swimming (on purpose, or to keep afloat in emergencies) and for saving a drowning victim. See Swimming, p. 91, for full rules on swimming, drowning, and lifesaving.

Orienteering/TL (MA)

category: Outdoor

defaults: IQ-5 | Navigation-2

see Compendium I (p.153), Special Ops (p.55), Basic Set, 3/e, Revised (p.244).

description: This is the ability to locate oneself with respect to terrain (the U.S. military calls this "land navigation"). Orienteering rolls are -1 to -10 (GM's discretion) for being in an unfamiliar area. It is much harder to locate oneself in the Arctic Barrens than in downtown Cleveland. Modifiers: +1 for an accurate map, a compass or clear view of the sun or stars and at least one hour to make observations (these bonuses not cumulative). +3 for absolute Direction, global positioning unit or inertial compass.

Survival (MA)

category: Outdoor

defaults: IQ-5 | Naturalist-3 | Survival-3 | Planetology-5

see Basic Set, 3/e, Revised (p.57), Lite (p.17).

description: This is the ability to "live off the land," find good food and water, avoid hazards, build shelter etc. One successful roll per day is required to live safely (if not comfortably) in a wilderness situation. One person with this ability can look after up to ten others. A failed roll means each member of the party takes 1d of damage. This is also the skill used to trap wild animals. Make one roll for each trap set. It takes 30 mins to improvise a trap from natural materials, or 10 minutes to set and hide a commercial trap. Pit traps for large game, of course, take several hours to dig.

POSSESSION SPECIFICATIONS

Broadsword

category: Broadsword

TL: 3 Cost: 500,00 Kč Weight: 3 lb

Damage: cut/sw+1 | cr/thr+1

Reach: 1

Chain coif + padded cloth coif

category: Headgear and Helmets

TL: 3 Cost: 55,00 Kč Weight: 4 lb

PD: 3/1

DR: 4/2

Chainmail (arms)

category: Arms and Legs

TL: 3 Cost: 70,00 Kč Weight: 9 lb

PD: 3/1

DR: 4/2

Chainmail (legs)

category: Arms and Legs

TL: 3 Cost: 110,00 Kč Weight: 15 lb

PD: 3/1

DR: 4/2

Chainmail (over padded cloth armor)

category: Clothing/Torso Armor

TL: 3 Cost: 230,00 Kč Weight: 25 lb

PD: 3/1

DR: 4/2

Medium Shield

category: Standard

TL: 0 Cost: 60,00 Kč Weight: 15 lb

PD: 3/3

Description: 7/40 hits

Shoes

category: Hands and Feet

TL: 3 Cost: 40,00 Kč Weight: 2 lb

PD: 1/0

DR: 1/0

Backpack, large

category: Outdoor Equipment

TL: 3 Cost: 100,00 Kč Weight: 10 lb

Description: With frame, will hold 100 lbs of gear