



Name Princess Alba
 Ht 5'6" Wt 135 lbs. Size Modifier 0 Age 18
 Appearance A porcelain-skinned aristocrat with a friendly look, she wears her long black hair in a bun with elegant yellow robes.
 Player TBD
 Point Total 200
 Unspent Points 0

ST	11	[10]	HP	15	CURRENT	[8]
DX	10	[0]	Will	14		[0]
IQ	14	[80]	Per	14		[0]
HT	11	[10]	FP	11	CURRENT	[0]

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

DR	TL: 3	[0]
0	Cultural Familiarities	
	Land of the True Game (Native)	[0]

PARRY	Reaction Modifiers
8	Appearance: +2/+6 <i>Unappealing Includes</i> +2 from 'Beguilement Power' <i>Appealing Includes</i> +6 from 'Beguilement Power' Status: +2; <i>Includes:</i> +2 from 'Status (Powerful Gamesman)' Other: +5; <i>Includes:</i> +5 from 'Beguilement Power (Charisma)' Conditional: +2 from 'Sense of Duty (my entire demensne)' when in dangerous situations if Sense of Duty is known, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), +1 from 'Workaholic', -1 from 'Workaholic'
DX	
BLOCK	
6	
DX	

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	24	BM x 1	5	Dodge	8
Light (1) = 2 x BL	48	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	72	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	144	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	240	BM x 0.2	1	Dodge - 4	4

ADVANTAGES AND PERKS

Beguilement Power (Very Beautiful) (see template)	[14]
Beguilement Power (Mesmerizing) 1 (see template)	[26]
Beguilement Power (Charisma) 5 (see template)	[25]
Luck (Defensive)	[12]
Rapier Wit	[5]
Roll to outwit: 18	
Status (Powerful Gamesman) (+2)	[10]
Wealth (Comfortable)	[10]
Good with (Wizards)	[1]
Special Exercises (HP can exceed ST by 100%)	[1]

DISADVANTAGES AND QUIRKS

Code of Honor (Oathbound)	[-5]
Compulsive Carousing (12 or less)	[-5]
Enemy (Unknown rival ruler) (Equal in power to the PC) (9 or less; Unknown)	[-15]
Fearfulness -1	[-2]
Phobia (Autophobia: Being Alone) (12 or less)	[-15]
Sense of Duty (my entire demensne) (Large Group)	[-10]
Workaholic	[-5]
Careful	[-1]
Minor pollen allergy	[-1]
Often speaks too loudly for the situation	[-1]
Superstitious about omens	[-1]

SKILLS

Name	Level	Relative Level
Administration	13	IQ-1 [1]
Area Knowledge (home demensne)	14	IQ+0 [1]
Beguilement (Psionic Power)	18	Will+4 [20]
Carousing	11	HT+0 [1]
Connoisseur (Wine)	13	IQ-1 [1]
Current Affairs/TL3 (headline news, powerful demensnes)	14	IQ+0 [1]
Dancing	9	DX-1 [1]
Diplomacy	12	IQ-2 [1]
Conditional: +5 from 'Beguilement Power (Charisma)' when making Influence rolls		
Heraldry	13	IQ-1 [1]
Karate	10	DX+0 [4]
Roll to Punch: 10, Roll to Kick: 8 Parry: 8		
Leadership	18	IQ+4 [1]
Includes: +5 from 'Beguilement Power (Charisma)'		
Public Speaking	18	IQ+4 [1]
Includes: +5 from 'Beguilement Power (Charisma)'		
Riding (Equines)	10	DX+0 [2]
Savoir-Faire (powerful demensnes)	14	IQ+0 [1]
Conditional: +5 from 'Beguilement Power (Charisma)' when making Influence rolls		
Shield (Shield)	12	DX+2 [4]
Block: 9		
Smallsword	11	DX+1 [4]
Parry: 8		
Strategy (True Game)	14	IQ+0 [4]
Techniques		
Aura Extension (Beguilement 13 (Psionic Power))		[0]



HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-2 cr	C	10 (No)			
	Karate Punch	1d-1 cr	C	10 (8)			
	Kick	1d cr	C,1	8 (No)			

RANGED WEAPONS												Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rel	LC	Notes		
	Beguilement Power (Mesmerizing)	HT-0 aff	3	10 / 100	1						1			

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.

This sheet printed from GURPS Character Assistant
 This and other GURPS forms may also be downloaded at www.sjgames.com/gurps/resources/
 Copyright © 2004 Steve Jackson Games Incorporated All rights reserved

ARMOR & POSSESSIONS		Cost	Weight
Qty	Item	Location	

CHARACTER NOTES

POINTS SUMMARY

Attributes/Secondary Characteristics	[108]
Advantages/Perks/TL/Languages/Cultural Familiarity	[104]
Disadvantages/Quirks	[-61]
Skills/Techniques	[49]
Other	[]