



Name **Antonio Marino**  
Ht Wt  
Appearance

Player  
Size Modifier **0** Age

Point Total **135**  
Unspent Pts **-10**

## CHARACTER SHEET

ST	10	[ 0 ]	HP	10	[ 0 ]
DX	12	[ 40 ]	Will	12	[ 0 ]
IQ	12	[ 40 ]	Per	12	[ 0 ]
HT	10	[ 0 ]	FP	10	[ 0 ]

Languages	Spoken	Written
Latin	Accented	Accented [ 4 ]
		[ ]
		[ ]
		[ ]
		[ ]

DR	TL: 8 [ 0 ]
0	Cultural Familiarities
	[ ]
	[ ]
	[ ]

BASIC LIFT (ST×ST)/5 **20** DAMAGE Thr **1d-2** Sw **1d**  
BASIC SPEED **5.5** [ 0 ] BASIC MOVE **5** [ 0 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <b>20</b>	BM × 1 <b>5</b>	Dodge <b>9</b>
Light (1) = 2 × BL <b>40</b>	BM × 0.8 <b>4</b>	Dodge -1 <b>8</b>
Medium (2) = 3 × BL <b>60</b>	BM × 0.6 <b>3</b>	Dodge -2 <b>7</b>
Heavy (3) = 6 × BL <b>120</b>	BM × 0.4 <b>2</b>	Dodge -3 <b>6</b>
X-Heavy (4) = 10 × BL <b>200</b>	BM × 0.2 <b>1</b>	Dodge -4 <b>5</b>

Parry	<b>Reaction Modifiers</b>
10	
DX	
Block	
8	<b>Appearance: +1/+1</b> <i>Unappealing Includes: +1 from 'Appearance (Attractive)'. Appealing Includes: +1 from 'Appearance (Attractive)'.</i>
DX	<b>Status: +0</b> <b>Other: +1</b> <i>Includes: +1 from 'Charisma 1', +0 from 'Diplomacy'. Conditional: +1 from 'Compulsive Generosity (12 or less, *1)' when from pious folks, +3 from 'Reverend Talent 3' when recognized by a devotee, +2 from 'Sense of Duty (Large Group; All Catholics)' when in dangerous situations if Sense of Duty is known, +2 from 'Sense of Duty (Small Group; Companions)' when in dangerous situations if Sense of Duty is known.</i>

ADVANTAGES AND PERKS	
Appearance (Attractive)	[ 4 ]
Charisma 1	[ 5 ]
Combat Reflexes	[ 15 ]
High Pain Threshold	[ 10 ]
Roll to ignore pain: 15	
Independent Income 10	[ 10 ]
Reverend Talent 3	[ 15 ]
True Faith (Chosen)	[ 15 ]
Dirty Fighting / Sucker Punch (+1 to hit for attacks made outside of combat; x3, *3)	[ 3 ]

DISADVANTAGES AND QUIRKS	
Bad Temper (12 or less, *1)	[ -10 ]
Berserk (12 or less, *1)	[ -10 ]
Charitable (15 or less, *0.5)	[ -7 ]
Compulsive Behavior (Religious Observance; 12 or less, *1)	[ -5 ]
Compulsive Generosity (12 or less, *1)	[ -5 ]
Enemies (Small group (3-5 people); Past combatants who hold a grudge; 6 or less, *1/2)	[ -5 ]
Sense of Duty (Large Group; All Catholics)	[ -10 ]
Sense of Duty (Small Group; Companions)	[ -5 ]
Truthfulness (15 or less, *0.5)	[ -2 ]
Inquisitive	[ -1 ]
Lives below his means	[ -1 ]
Seminary Dropout	[ -1 ]
Turns ugly when angry (-2 to appearance when bad temper activated; x2, *2)	[ -2 ]

Skill	Level	Relative	Points
Brawling	15	DX+3	[ 8 ]
Roll to Punch: 15, Roll to Bite: 15, Roll to Kick: 13			
Broadsword (Baseball Bat)	11	DX-1	[ 1 ]
Diplomacy	14	IQ+2	[ 2 ]
Includes: +3 from 'Reverend Talent 3'			
Conditional: +1 from 'Charisma 1' when making Influence rolls			
Driving/TL8 (Automobile)	11	DX-1	[ 1 ]
Elbow Strike (Brawling)	14		[ 1 ]
Roll to : 14			
Exorcism	13	Will+1	[ 1 ]
Includes: +3 from 'Reverend Talent 3'			
Conditional: -4 from 'Exorcism' when user doesn't possess Blessed, Power Investiture, or True Faith			
Fast-Draw (Pistol)	14	DX+2	[ 2 ]
Includes: +1 from 'Combat Reflexes'			
Feint (Brawling)	16		[ 2 ]
Guns/TL8 (Pistol)	14	DX+2	[ 4 ]
Knee Strike (Brawling)	15		[ 1 ]
Roll to : 15			
Mental Strength	13	Will+1	[ 2 ]
Psychology	13	IQ+1	[ 1 ]
Includes: +3 from 'Reverend Talent 3'			
Religious Ritual (Catholicism)	13	IQ+1	[ 1 ]
Includes: +3 from 'Reverend Talent 3'			
Sex Appeal (Human)	11	HT+1	[ 2 ]
Includes: +1 from 'Appearance (Attractive)'			
Conditional: +1 from 'Charisma 1' when making Influence rolls			
Shadowing	11	IQ-1	[ 1 ]
Singing (Hymns)	13	HT+3	[ 1 ]
Includes: +3 from 'Reverend Talent 3'			
Sports (Baseball)	11	DX-1	[ 1 ]
Stealth	12	DX+0	[ 2 ]

HAND WEAPONS										Cost	Weight
Qty	Weapon	Lvl (Pry)	Damage	Reach	ST	Notes					
1	Brass Knuckles	15 (11)	1d-1 cr	C		[1]				10	0.25
	Brawling										
	Punch	15 (11)	1d-2 cr	C							
	Bite	15 (No)	1d-2 cr	C							
	Kick	13 (No)	1d-1 cr	C,1		[2]					
	Elbow Strike (Brawling)	14 (No)	1d-1 cr	C							
	Knee Strike (Brawling)	15 (No)	1d-1 cr	C							
1	Light Club									5	3
	Swing	7 (7)	1d+1 cr	1	10						
	Thrust	7 (7)	1d-1 cr	1	10						
NOTES [1] Brawling (p. B182), Karate (p. B203), or Boxing (p. B182) increase punching damage. [2] If you miss with a kick, roll vs. DX to avoid falling.											

RANGED WEAPONS												Cost	Weight
Qty	Weapon	Lvl	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes		
1	S&W Model 36 Chief's Special, .38 Special	14	2d-1 pi	1	90 / 1000	3	5(3i)	9	-1	2	[1]	475	1.4
NOTES [1] No lanyard ring (p. B289 and High-Tech, p. 154).													

SPEED/RANGE TABLE		HIT LOCATION		ARMOR & POSSESSIONS		Location	Cost	Weight
For complete table, see p. 550.		Modifier	Location	Qty	Item			
Speed/ Range Modifier	Linear Measurement (range/speed)	0	Torso					
		-2	Arm/Leg					
		-3	Groin					
		-4	Hand					
		-5	Face					
		-5	Neck					
		-7	Skull					
		<i>Imp</i> or <i>Pi</i> 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 <a href="http://www.sjgames.com/gurps/resources">www.sjgames.com/gurps/resources</a> .						
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<b>POINTS SUMMARY</b>								
Attributes/Secondary Characteristics				[	80	]		
Advantages/Perks/TL/Languages/Cultural Familiarity				[	81	]		
Disadvantages/Quirks				[	-64	]		
Skills/Techniques/Spells				[	38	]		
Other				[		]		
Totals:							490	4.65

SKILLS			
Skill	Level	Relative	Points
Streetwise	12	IQ+0	[ 2 ]
Conditional: +1 from 'Charisma 1' when making Influence rolls			
Theology (Catholic)	13	IQ+1	[ 1 ]
Includes: +3 from 'Reverend Talent 3'			
Throwing	11	DX-1	[ 1 ]