



Name **Lord Swami**
 Ht **Wt**
 Appearance

Player
 Size Modifier **0** Age

Point Total **125**
 Unspent Pts **0**

CHARACTER SHEET

ST	9	[-10]	HP	9	[0]
				CURRENT	
DX	11	[20]	Will	14	[5]
				CURRENT	
IQ	13	[60]	Per	13	[0]
				CURRENT	
HT	9	[-10]	FP	9	[0]
				CURRENT	

Languages		Spoken	Written
			[]
			[]
			[]
			[]

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

BASIC LIFT (ST>ST)/5 **16** DAMAGE Thr **1d-2** Sw **1d-1**
 BASIC SPEED **5** [0] BASIC MOVE **5** [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM × 1 5	Dodge 8
Light (1) = 2 × BL 32	BM × 0.8 4	Dodge -1 7
Medium (2) = 3 × BL 48	BM × 0.6 3	Dodge -2 6
Heavy (3) = 6 × BL 96	BM × 0.4 2	Dodge -3 5
X-Heavy (4) = 10 × BL 160	BM × 0.2 1	Dodge -4 4

Parry	Reaction Modifiers
8	
DX	Appearance:
Block	Status: +1
6	<i>Includes: +1 from 'Religious Rank 2'.</i>
DX	Other: +0
	<i>Includes: +2 from 'Charisma 2', -2 from 'Delusion (Major; Cult)'. Conditional: -1 from 'Callous (Toward cult's enemies)' when past victim, or has Empathy, +3 from 'Claim to Hospitality 3 (Cultists)' when members of same group, +1 from 'Cloaked (Can Pull Off a Robe)' when "sudden revelation would impress", -2 from 'Discipline of Faith (Mysticism)' when not a devout co-religionist, +2 from 'Voice' when your voice can be heard.</i>

ADVANTAGES AND PERKS	
Ally Group (100% of starting points; Cultists: 9 or less, *1)	[5]
Charisma 2	[10]
Claim to Hospitality 3 (Cultists)	[5]
Oracle (Visions)	[15]
Roll to Discover: 13, Roll to Interpret: 13	
Religious Rank 2	[10]
Sensitive	[5]
Roll to empathize: 13	
Unfazeable	[15]
Voice	[10]
Cloaked (Can Pull Off a Robe)	[1]
Good with (People In Crisis +3)	[5]
Signature Gear (Versace Clothes, gift from former student)	[1]

SKILLS			
Skill	Level	Relative	Points
Camouflage	13	IQ+0	[1]
Cooking	12	IQ-1	[1]
Explosives/TL8 (Demolition)	14	IQ+1	[4]
Fortune-Telling (Augury)	15	IQ+2	[1]
Includes: +2 from 'Charisma 2', +1 from 'Sensitive'			
Gardening	13	IQ+0	[1]
Housekeeping	13	IQ+0	[1]
Improvised Bomb (Explosives (Demolition))	14		[3]
Knife	13	DX+2	[4]
Meditation	12	Will-2	[1]
Panhandling	15	IQ+2	[1]
Includes: +2 from 'Charisma 2'			
Public Speaking	16	IQ+3	[1]
Includes: +2 from 'Charisma 2', +2 from 'Voice'			
Religious Ritual (Cult)	13	IQ+0	[4]
Scrounging (bomb parts)	13	Per+0	[1]
Set Trap (Explosives (Demolition))	14		[3]
Singing (Chants)	12	HT+3	[2]
Includes: +2 from 'Voice'			
Teaching	12	IQ-1	[8]
Includes: -3 from 'Callous (Toward cult's enemies)'			
Theology (Cult)	12	IQ-1	[2]
Traps/TL8	12	IQ-1	[1]
Writing	12	IQ-1	[1]

DISADVANTAGES AND QUIRKS	
Berserk (12 or less, *1)	[-10]
Callous (Toward cult's enemies)	[-5]
Charitable (Offers spiritual aid only, +3; 15 or less, +7)	[-5]
Delusion (Major; Cult)	[-10]
Discipline of Faith (Mysticism)	[-10]
Vow (Major; Defend the Faith By Any Means Necessary)	[-10]
Vow (Minor; Never refuse a new student)	[-5]
Vow (Minor; Vegetarianism)	[-5]
Always Mannered	[-1]
Vow (Polyamory)	[-1]
Vow (Regular Fasting)	[-1]

HAND WEAPONS							Cost	Weight
Qty	Weapon	Lvl (Pry)	Damage	Reach	ST	Notes		
	Bite	11 (No)	1d-3 cr	C		[1]		
	Kick	9 (No)	1d-2 cr	C,1		[1]		
	Punch	11 (8)	1d-3 cr	C		[1]		
1	Straight Razor (from shaving heads)	13 (8)	1d-4 cut	C	4		30	0.1

NOTES
 [1] *Brawling* (p. B182) increases all unarmed damage; *Claws* (p. B42) and *Karate* (p. B203) improve damage with punches and kicks (Claws don't affect damage with brass knuckles or boots); and *Boxing* (p. B182) improves punching damage.

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Lvl	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Notes		

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			Cost	Weight
Qty	Item	Location		

CHARACTER NOTES

POINTS SUMMARY	
Attributes/Secondary Characteristics	[65]
Advantages/Perks/TL/Languages/Cultural Familiarity	[82]
Disadvantages/Quirks	[-63]
Skills/Techniques/Spells	[41]
Other	[]

Totals: 30 0.1