GUI	Sume Ferrata Phocas Player Appearance 6'3", 190 lbs, Age 18							Date Created Sequent 12/19/2003		ence			
CHARACT			<u></u>	0 103, 1 150							Unspent Points 0	Point 20	
	16 16 ^{Swi} ^{Pun} ^{Kic} 10/11 BASI	0 4		A Contraction of the second seco)		Climbing Fast-Drav Survival Two-Han Parry: Body Ser Riding	wing e 10 10 7 ssile Weapons w Throwing Axe ded Axe/Mace 8 nse (Move: 17.25) g	$\begin{array}{c} Pts. \\ 4 \\ 8 \\ \hline \\ 1 \\ \hline \\ 1 \\ \hline \\ 1 \\ 1 \\ 1 \\ 1 \\ 1$	$\begin{array}{c} Level \\ 18 \\ 18 \\ 16 \\ 16 \\ 15 \\ 14 \\ 14 \\ 16 \\ 6 \\ 14 \\ 13 \\ 14 \\ 8 \\ 15 \\ 14 \\ 14 \\ 8 \\ 15 \\ 14 \\ 14 \\ 14 \\ 15 \\ 14 \\ 14 \\ 15 \\ 14 \\ 14$
ENCUMB None (0) = 2 Light (1) = 4 Med (2) = 6 Hvy (3) = 12 X-hvy (4) = 2 ACTIVE I DODGE 7/9	$\begin{array}{c c} \times ST & 32 \\ \hline \times ST & 64 \\ \times ST & 96 \\ \times ST & 192 \\ \hline 0 \times ST & 320 \end{array}$	6 5 4 *				Legs 4 8 OTHE	Hands 2 3 CR DR	Feet 2 3	All 5 8				
15 Enhanced M 171/4 2 2 Acute Visio 6 Magic Resis 10 Ambidexter 5 Military Ra 10 Enhanced P 5 Extra Hit P 10 Toughness 10 High Pain T 15 Combat Ref -1 Delusion -10 Bad Tempe	n +1; Vision: 9 stance 3 ity nk 1; Adds to S arry (All Weapo bints +1 1 'hreshold lexes	peed (running):	1										
-5 Curious; Ro -15 Fanaticism -15 Sense of Du -1 Always in a -1 Talkative -1 Maniacal lan -1 Likes to figl	ity hurry igh									SUMN Attribute Advantag Disadvan Quirks Skills TOTAL	s ges ntages	Point	t Total 145 88 -46 -4 20 203

Ferrata Phocas.chr, 1/7/2004

GURPS is a registered trademark of Steve Jackson Games Incorporated. All rights reserved.

GURPS [®]	HAND WEA	PONS & SK	KILLS								
GUKLD	Weapon		Damage Re		Notes					Parry	
CHARACTER	Axe (Fine) Buckler			<u>1 12</u>	1 tur	n to ready	у.			10	18 15
SHEET	Great axe (Fine)			, 2 13	Two	hands, 1	turn to re	ady		8	14
SHEEL											
Name: Ferrata Phocas											
RANGED WEAPONS & SKII											
KANGED WEAPOINS & SKILWeaponMal		SS Acc	1/2D Max	RoF	Shots	ST Rcl	Notes				Level
Axe (Throwing)	cut 2d+5	10 2	16 24								18
Axe (Throwing)	cut 2d+5	10 2	16 24								18
Axe (Throwing)	cut 2d+5	10 2	16 24								18
Axe (Throwing) Axe (Throwing)	cut 2d+5 cut 2d+5	$ \begin{array}{c cccccccccccccccccccccccccccccccc$	$\frac{16}{16}$ 24								18 18
Hatchet (thrown)	cut 2d+3	10 2	$\frac{10}{24}$ $\frac{24}{40}$								18
Hatchet (thrown)	cut 2d+2	11 1	24 40								18
Hatchet (thrown)	cut 2d+2	11 1	24 40								18
Hatchet (thrown)	cut 2d+2	11 1	24 40								18
Hatchet (thrown)	cut 2d+2	11 1	24 40								18
Knife (small, thrown)	imp 1d+1	11 0	11 16								12
REACTION MODIFIERS		1						SPEED/RA	NGE TAE	BLE	
										Lin	ear
								Speed/		Measu	rement
								Range	Size	(size	
								Modifier	Modifier	range/	
								+15	-15	1/1	-
								+14	-14	1/5	
								+13	-13	1/3	3"
								+12	-12	1/2	
								+11	-11	2/3	
								+10 +9	-10 -9	1'	
								+8	-8	2	
								+7	-7	3'	"
		WEADON		GEGGIO	NC			+6	-6	6	
CHARACTER STORY			IS AND POS	95F22101	ND	¢		+5	-5	12	
		Item		10 D 1	0)	\$ \$50	Wt.	+4 +3	-4 -3	1½ 21	
			cut 2d+5, Skill: ST: 12; 1 turn t		0)	\$50	4	+2	-2	1 y	
			ng) (cut 2d+5, $\frac{312}{2}$			\$60	4	+1	-1	11/2	
		Acc: 2; SS	S: 10; Half DM	G: 16; MAX	: 24			+0	-0	2 y	/d
			ng) (cut 2d+5, 5			\$60	4	-1	+1	3 у	
			S: 10; Half DMO		: 24	ф.cc		-2 -3	+2 +3	41/2	
			ng) (cut 2d+5, 5 S: 10; Half DM		· 24	\$60	4	-3 -4	+3 +4	7 y 10	
			ng) (cut $2d+5$, S		24	\$60	4	-5	+5	15	•
			5: 10; Half DM		: 24			-6	+6	20	yd
		Axe (Throwi	ng) (cut 2d+5, S	Skill: 18)		\$60	4	-7	+7	30	
			S: 10; Half DM0	G: 16; MAX	: 24			-8	+8	45	
		Backpack (la				\$100	10	-9 -10	+9 +10	70 100	
		With fram Boots (PD 2	ne; holds 100 lbs	5		\$80	3	-10	+10	150	
			$\frac{1}{1}$, Hits 5/20, cr	1d+1. Skill	1: 15.	ψου	5	-12	+12	200	
		Block: 7)	-, 5, 20, 01	, okill	,	\$25	2	-13	+13	300	
NOTES		Reach: 1						-14	+14	450	
NOTES			e (ST 40, DX 9	, IQ 4, HT 1	15, Move			-15	+15	700	
		<u>16)</u>				\$4000	1400	-16 -17	+16 +17	1,000 1,500	
		A light wa Clothing (Mi				\$40	1	-17	$^{+1}_{+18}$	2,000	
		PD: 0; DI				94U	<u> </u>	-19	+19	3,000	
		$\frac{10.0, D1}{\text{Cord} (10 \text{ yar})}$				\$1		-20	+20	4,500	
			90 lbs; 3/16"					-21	+21	7,000	
		10 Gold \$				\$50	0.1	-22	+22	10,00	-
		Grapel hook	200.11			\$20	2	-23 -24	+23 +24	10 i 15 i	
		Supports 2	SUU IDS					-24 -25	+24 +25	20 1	
		Totals		\$ 10823		163.60	0001 lbs	-31	+31	200	
								-	-		

GURPS is a registered trademark of Steve Jackson Games Incorporated. All rights reserved.

Ferrata Phocas.chr, 1/7/2004, Page 2

WEAPONS AND POSSESSIONS		
	L Ó HL	1 . () 111 .
Item \$ Wt.	Item \$ Wt.	Item \$ Wt.
Great axe (Fine) (cut 2d+6, Skill: 14, Parry: 8) \$100 8		
Reach: 1, 2; ST: 13; Two hands, 1 turn to ready		
Greathelm (PD 4, DR 7) \$340 10		
Weapons skills at -1, senses at -3		
Hatchet (thrown) (cut 2d+2, Skill: 18) \$40 2		
Acc: 1; SS: 11; Half DMG: 24; MAX: 40		
Hatchet (thrown) (cut 2d+2, Skill: 18) \$40 2		
Acc: 1; SS: 11; Half DMG: 24; MAX: 40		
Hatchet (thrown) (cut 2d+2, Skill: 18) \$40 2 Acc: 1; SS: 11; Half DMG: 24; MAX: 40		
$\frac{\text{Acc: 1; SS: 11; Hall DMG: 24; MAX: 40}}{\text{Hatchet (thrown) (cut 2d+2, Skill: 18) $40}}$		
Acc: 1; SS: 11; Half DMG: 24; MAX: 40		
Hatchet (thrown) (cut $2d+2$, Skill: 18) \$40 2		
Acc: 1; SS: 11; Half DMG: 24; MAX: 40		
Hatchet (wood chopping) \$20 2		
Heavy Plate Armor Suit (PD 4, DR 7) \$5400 90	_ ,	
Knife (small, thrown) (imp 1d+1, Skill: 12) \$30 ½		
12) \$30 ½ Acc: 0; SS: 11; Half DMG: 11; MAX: 16		
Acc: 0; SS: 11; Half DMG: 11; MAX: 16 Leather Gloves (PD 2, DR 2) \$30		
Personal basics \$5		
Cup, spoon, towel, flint, steel, towel, etc.		
Pouch (large) \$30 1		
Holds 10 lbs		
Traveller's rations \$2		
One meal		

GURPS is a registered trademark of Steve Jackson Games Incorporated. All rights reserved.

Ferrata Phocas.chr, 1/7/2004, Page 3