

Imaginware's
GURPS
Character Sheet

Name: Avish	Player: Ryan	Date Created: October 19, 2006
Occupation: Mage/Spy	Race: Human	Last Modified: April 18, 2007
Company: Godless	Unspent Points: 3	Spent Points: 190.5

-10	ST: 9	Fatigue: 9 / 14 (Spell)
20	DX: 12	Basic Damage: Bite: 1d-2 Thrust/Kick: 1d-2
60	IQ: 15	Punch: 1d-4 Swing: 1d-1
20	HT: 12	Hit Points: 12



Area Knowledge: Alorian	0.5	14	ME
Fast-Draw: Knife	1	12	PE
Fast-Talk	0.5	13	MA
Knife	1	12	PE
Lip Reading	0.5	13	MA
Magic Breath	1	12	PE
Riding: Horse	1	11	PA
Running	2	11	HPH
Stealth	2	12	PA

Basic Speed: 7.38 (HT+DX)/4	Combat Move: 6 Round off	Travelling Move: 6 Round off
Active Defenses		
Dodge 6 = Move	Parry Weapon/2	Block Shield/2

Reaction: -2	Hearing: 15
Will: 15	Smell/Taste: 15
Health: 12	Mental Stun: 15
Fright: 15	Physical Stun: 12
Perception: 15	Crippling Injury: 12

Body Protection					
	Brain	Head	Face	Arms	Hands
PD	1			1	1
DR	3			1	1
	Chest	Belly	Groin	Legs	Feet
PD	1	1	1	1	2
DR	1	1	1	1	2

- 10 Extra Fatigue - Spellcasting Only (+5)
- 10 Fatigue Recovery: 1 Per Minute
- 10 Literacy
- 18 Magery: Dance (+3)
- 10 Appearance: Ugly (-2 Reaction)
- 10 Hunchback
- 20 One Arm
- 10 Phobia: Heights (Acrophobia)
- 1 Quirk: Always Runs Invis and See Invis
- 1 Quirk: Doesn't Like to be Looked At
- 1 Quirk: Gives People Nicknames
- 1 Quirk: 4
- 1 Quirk: 5

Other PD	Other DR
Shield: 2	1/5
_____	_____
_____	_____
_____	_____
_____	_____

Encumbrance	Move
None (0) = 2 X ST	18 / 7
Light (1) = 4 X ST	36 / 6
Med (2) = 6 X ST	54 / 5
Hvy (3) = 12 X ST	108 / 4
X-hvy (4) = 20 X ST	180 / 3

Personal Profile	
Birthdate:	Age:
Sex: Male	Tech-Level: 3
Height: 60 in.	Weight: 160 lbs.
Eye Color:	
Hair Color:	
Skin/Hide:	

Avish's Melee Weapons:

Weapon	Damage			Reach	ST	Notes
	Type	Amount	Calc			
Knife, large	cut	sw-2	1d-3	C,1	0	Throwable. Maximum damage 1d+2. -1 to parry skill.
	imp	thr	1d-2			

Avish's Ranged Weapons:

Weapon	Damage			SS	Acc	1/2D	Max	RoF	Shots	ST	Rcl	Notes
	Type	Amount	Calc									
Knife, large	cut	sw-2	1d-3	12	0	ST-2	ST+5			0		Throwable. Maximum damage 1d+2. -1 to parry skill.
	imp	thr	1d-2									

Avish's Equipment:

	Carried Weight	* = Dropped in Combat	Carried Weight
Weapons			
1 (1) Knife, large	(Hip)	(1)	
Armor			
1 (1) Boots, Reinforced		(3)	
1 (1) Cloak, heavy		(5)	
1 (1) Cloth Armor		(6)	
1 (1) Cloth Armor (Arms)		(2)	
1 (1) Cloth Armor (Legs)		(2)	
1 (1) Cloth Cap		(0)	
1 (1) Cloth gloves		(0)	
Equipment			
1 (1) Cloth Headband	(Head)	(0)	
13 (1) Necklace of Mind Sending	(Neck)	(0)	
60 (60) Copper Farthing		(0.60)	
9 (9) Silver Penny		(0.09)	
4 (4) Gold Mark		(0.04)	
Total Carried Weight:		(19.73)	Weight After Drop: (19.73)

Avish's Grimoire

Spell Name	Points Spent	Skill Level	Skill Type	Cast Time	Cast Cost	Maint. Cost	College	Notes
Analyze Magic	1	16	MH	1 hr.	7	N/A	Know	
Apportation	1	16	MH	1 sec.	1+ [-1]	1+/min. [-1]	Mv	Cost = 1/1#, 2/10#, 3/50#, 4/200#, +4/+100#. Moves at 1 yard/sec.
Awaken	1	16	MH	1 sec.	1* [-1]	N/A	Heal	Base cost of 1 per hex radius.
Blur	1	16	MH	3 sec.	1-5 [-1]	1-5/min. [-1]	LD	-1 to be hit per cost
Body of Shadow	1	15	MVH	5 sec.	5	2/min.	LD	Vs. HT
Climbing	1	16	MH	1 sec.	1-3 [-1]	1-3/min. [-1]	BC	Climbing ability = 2x cost.
Continual Light	1	16	MH	1 sec.	2-6 [-1]	Special [-1]	LD	Duration = 2d days.
Create Air	1	16	MH	1 sec.	1* [-1]	Permanent	EA	Base cost = 1/hex created.
Dark Vision	1	16	MH	1 sec.	4	1/min.	LD	
Darkness	1	16	MH	1 sec.	2* [-1]	1/min.* [-1]	LD	Base cost per hex radius.
Destroy Air	1	16	MH	5 sec.	2* [-1]	N/A	EA	1d-2 damage to those in area unless save vs. HT.
Detect Magic	1	16	MH	5 sec.	1	N/A	Know	
Distant Blow	1	16	MH	3 sec.	2	2/5 sec.	Mv	
Divert Teleport	1	15	MVH	1 sec.	3+ [-1]	N/A	Gate, Mv	Vs. Teleport spell.
Flash	1	16	MH	2 sec.	3	N/A	LD	
Flight	1	16	MH	2 sec.	4	2/min.	Mv	Move = 10-Encumbrance
Great Healing	1	15	MVH	1 min.	19	N/A	Heal	1 try per day. 1 casting per subject per day.
Identify Spell	1	16	MH	1 sec.	1	N/A	Know	
Invisible Wizard Eye	18	25	MH	1 sec.	2	0/min.	Know	Move = 10
Invisibility	18	25	MH	0 sec.	2	0/min.	LD	
Keen Eyes	1	16	MH	1 sec.	1* [-1]	0.5*/30 min.	MC	*Per +1 to IQ vision rolls (max. 5).
Lend Health	1	16	MH	1 sec.	Any [-1]	N/A	Heal	Duration of 1 hour. Cost = HT loaned.
Lend Strength	1	16	MH	1 sec.	Any [-1]	Permanent	Heal	Cost = ST loaned
Levitation	1	16	MH	2 sec.	2+ [-1]	1+/min. [-1]	Mv	Cost = 1 per 80 lbs. Move = 3.
Light	1	16	MH	1 sec.	0	0/min.	LD	Candle-flame equivalent; Move = 5
Lightning	1	16	MH	1-3 sec.	1-3 [-1]	N/A	EA	1d-1 burn/cost; SS 15, ACC +3, 1/2D 50, Max 100
Lightning Stare	1	15	MVH	1 sec.	1-4 [-1]	N/A	EA	DX-2 or Magic Breath to hit. 1d dmg, 2 hex range per cost.
Lockmaster	1	16	MH	10 sec.	2	N/A	Mv	Vs. Magelock. Automatic success vs. regular locks.
Magelock	1	16	MH	4 sec.	2	1/6 hrs.	PW	Resists Lockmaster and Counterspell.
Major Healing	1	15	MVH	1 sec.	1-4 [-1]	Permanent	Heal	Cost x 2 = HT restored.
Minor Healing	1	16	MH	1 sec.	1-3 [-1]	Permanent	Heal	Cost = HT restored.
Night Vision	1	16	MH	1 sec.	2	0/min.	LD	
Purify Air	1	16	MH	1 sec.	1* [-1]	Permanent	EA	Base cost = 1/hex radius
Recover Soul	1	15	MVH	1 hr.	Special	Permanent	Heal	Recovers 1 of the 3 parts of the Aztec soul.
Recover Strength	1	16	MH	1 sec.	0	N/A	Heal	Skill 15 = 1 per 5 min.; skill 20 = 1 per 2 min.
Resist Lightning	1	16	MH	1 sec.	1	0/min.	EA	
Scryguard	1	16	MH	5 sec.	3* [-1]	1/10 hrs.* [-1]	MS	Contest of spells. Covers 1 hex. 2 hexes at 2x cost, etc.
See Invisible	8	20	MH	1 sec.	2	0/min.	LD	
Seek Magic	1	16	MH	10 sec.	5	N/A	Know	Range penalties apply.
Sense Danger	1	16	MH	1 sec.	2	N/A	PW	
Sense Foes	1	16	MH	1 sec.	2* [-1]	N/A	CE	Base cost of 1/hex radius.
Sense Observation	1	16	MH	5 sec.	1+ [-1]	0.5+/hr. [-1]	PW	Base Cost = 1/hex radius; cost = 3 on a being.
Shape Air	1	16	MH	1 sec.	1-10	1-10/min. [-1]	EA	Cost of 1=breeze, 4=wind, 6=hvy wind, 8+=blast
Shape Darkness	1	16	MH	1 sec.	1* [-1]	1/min.* [-1]	LD	Move = 5. 1/2 cost for 2D shadows.
Simple Illusion	1	16	MH	1 sec.	1+ [-1]	0.5+/min. [-1]	IC	Base cost = 1 per hex radius.
Sound	1	16	MH	1 sec.	1-2 [-1]	0/min.	Snd	Cost = 1/5 sec. or 2/min.
Spark Storm	1	16	MH	1+ sec.	2-6+	2-6+/min. [-1]	EA	Base Cost = 2 (1d-1), 4 (2d-2) or 6 (3d-3) per hex radius.
Stench	1	16	MH	1 sec.	1* [-1]	N/A	EA	Base cost = 1 per hex radius. 1d-1 dmg unless roll vs. HT Duration = 5 min.
Telecast	4	17	MVH	1 min.	Varies	0/min.	MS	
Teleport	1	15	MVH	1 sec.	Varies	N/A	Mv	Penalties to skill with increasing distance.
Trace Teleport	1	16	MH	1 sec.	2	N/A	Gate, Mv	Cumulative -1 to skill per min. elapsed since Teleport.
Watchdog	1	16	MH	10 sec.	1+ [-1]	1+/10 hrs. [-1]	PW	Base Cost = 1 per hex radius.
Wizard Eye	1	16	MH	2 sec.	3	1/min.	Know	Move = 10
Windstorm	1	16	MH	1 sec./hex	2+ [-1]	1+/min. [-1]	EA	Base cost = 2 per hex radius. -5 to DX, roll vs. ST to stay upright.

Avish's Special Calcs

- +5 to Spell Fatigue Bonus from Extra Fatigue - Spellcasting Only (+5)
- +3 to All Spells from Magery: Dance (+3)
- 2 to Reaction from Appearance: Ugly (-2 Reaction)
- 2 to Reaction (Opposite Sex) from Appearance: Ugly (-2 Reaction)