



Name: Sucher - Initiat (1)
Race: Imiséen - Oljipuni
Appearance:

Player: Pylae NPC
Ht: 175 cm Wt: 75 kg Age: 16

Spent: 100
Unspent: 0

ST 11 [10]	HP 11 [0]	Basic Speed 5,5 [0]
DX 11 [20]	Will 12 ^[1] [0]	Basic Move 5 [0]
IQ 10 [0]	Per 12 [10]	BL 24 lb (ST×ST)/5
HT 11 [10]	FP 11 [0]	Thr 1d-1 Sw 1d+1

[1] +2 from 'Imiséen'

TL 3 [0]	SM +0
-----------	-------

Vision 13 ^[1]	Fright Check 12	Broad Jump 2.67 yd
Hearing 12	Consciousness 13 ^[2]	Initiative (1d3+) 55
Touch 12	Death Check 13 ^[3]	
Taste/Smell 12	High Jump 1.92 ft	

[1] +1 from 'Acute Vision'

[2] +2 from 'Hard to Subdue'

[3] +2 from 'Hard to Kill'

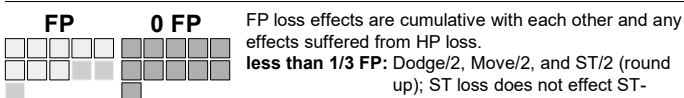


less than 1/3 HP: Dodge/2 and Move/2 (round up).

0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.

-1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.

-5×HP or less: Immediate death.



less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1×FP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

ENCUMBRANCE TABLE					
Name	None	Light	« Med »	Hvy	X-Hvy
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY		PARRY		BLOCK		DODGE		OTHER	
8	9	6	6/8						
DX	Brawling	DX	Med						
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0+2	2	—	Groin	1*	0+2	—	—
Neck	0	0+2	—	—	Arms	1*	0+2	6	—
Skull	2	0+2	—	—	Hands	2*	0+2	4	—
Face	0	0+2	—	—	Legs	1*	0+2	6	—
Torso	1*	0+2	—	—	Feet	2*	0+2	4	—

LIFTING FEATS					
Name	1-Hand Lift ^[1]	2-Hand Lift ^[2]	Shove / Over ^[3]	Carry on Back ^[4]	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

[1] Takes 2 seconds to complete

[2] Takes 4 seconds to complete

[3] Double with a running start

[4] Lose 1 FP/sec while over X-Hvy enc.



SLAM TABLE				
Mvmt.	1-2	3-4	5-9	10-12
Dmg.	1d-3	1d-2	1d-1	1d

JUMP TABLE					
Mvmt.	Rest	1	2	3	4+
High	1.67 ft	2.17 ft	2.67 ft	1.06 yd	1.11 yd
Broad	2.33 yd	3 yd	3.67 yd	4.33 yd	4.67 yd

REACTION MODIFIERS	
Appearance:	+0
Status:	+0
Other:	+0
Cond. +2 from 'Sense of Duty (Comrades)' when in dangerous situations if Sense of Duty is known	

CULTURAL FAMILIARITIES	
Name	Pts
C: Oljin (Native)	[0]

LANGUAGES			
Name	Spoken	Written	Pts
L: Oljipunnu (Native)	Native	Native	[0]

TEMPLATES AND META-TRAITS	
Name	Pts
Covenant of the Endless River - Initiated Seeker	[11]
Seeker Rank (Covenant of the Endless River; 1 - Initiate)	[5]
Duty (Covenant of the Endless River; 9 or less (fairly often); Extremely Hazardous, -5)	[-10]
Legal Enforcement Powers 3 (Mage Guild Seekers: International, Covert Ops, License to Kill; Informal, -50%)	[8]
Legal Immunity 3 (Informal, -50%)	[8]
Covenant of the Endless River - Seeker (Quaestor)	[17]
First Aid (Imiséen)	[1]

POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[50]
Advantages, Perks	[53]
Disadvantages, Quirks	[-35]
Skills, Techniques	[32]
Total Points Spent:	100
Unspent Points:	0

TEMPLATES AND META-TRAITS (continued)	
Name	Pts
Covenant of the Endless River - Seeker (Quaestor)	[17]
Law (KEF)	[1]
Soldier	[2]
Thaumatology	[1]
Leadership	[1]
Tactics	[1]
Brawling	[2]
Shield (Shield)	[2]
Shortsword	[4]
Administration	[1]
Hidden Lore (One Specialization)	[1]
Imiséen	[20]
Acute Vision 1 <small>Roll to see: 13 (Vision)</small>	[2]
Hard to Kill 2	[4]
Hard to Subdue 2	[4]
Imiséen - Oljipuni	[5]
Rapid Healing	[5]

ADVANTAGES	
Name	Pts
Acute Vision 1 <small>Roll to see: 13 (Vision)</small>	[2]
Hard to Kill 2	[4]
Hard to Subdue 2	[4]
Legal Enforcement Powers 3 (Mage Guild Seekers: International, Covert Ops, License to Kill; Informal, -50%)	[8]
Legal Immunity 3 (Informal, -50%)	[8]
Rapid Healing	[5]
Seeker Rank (Covenant of the Endless River; 1 - Initiate)	[5]
	[]
	[]

PERKS	
Name	Pts
	[]
	[]
	[]
	[]
	[]

DISADVANTAGES	
Name	Pts
Debt -20 (KEF Equipment Funding: 20% of Income)	[-20]
Duty (Covenant of the Endless River; 9 or less (fairly often); Extremely Hazardous, -5)	[-10]
Sense of Duty (Comrades; Large Group)	[-10]
	[]
	[]

QUIRKS	
Name	Pts
Unused Quirk 1	[-1]
Unused Quirk 2	[-1]
Unused Quirk 3	[-1]
Unused Quirk 4	[-1]
Unused Quirk 5	[-1]
	[]
	[]
	[]
	[]

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	12	9	1d-2 cr	C	—	—	—	
Brawling: Bite	12	—	1d-2 cr	C	—	—	—	
Brawling: Kick	10	—	1d-1 cr	C,1	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Large Knife: swing	12	8	1d-1 cut	C,1	6	1	4	
Large Knife: thrust	12	8	1d-1 imp	C	6	1	4	[1]
Medium Shield	12	—	1d-1 cr	1	—	15	4	[2,3,4]
Shortsword (Fine): swing	12	9	1d+2 cut	1	8	2	4	
Shortsword (Fine): thrust	12	9	1d imp	1	8	2	4	
Spear: one-handed thrust	10	8	1d+1 imp	1*	9	4	4	[1]
Spear: two-handed thrust	10	8	1d+2 imp	1,2*	9†	4	4	
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes

Reach *:** The weapon is awkward and requires a Ready maneuver to change reach; e.g. between 1 and 2.

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
Large Knife	7	1d-1 imp	—	9 yd / 17 yd	1	—	6	-2	—	1	4	
Short Bow (ST 11)	10	1d-1 imp	1	110 yd / 165 yd	1	1(2)	7†	-6	—	2	4	[3]
Spear: woomera	—	2d imp	2	17 yd / 220 yd	1	1(1)	7	-6	—	4	4	
Spear: thrown	—	1d+2 imp	2	11 yd / 17 yd	1	T(1)	9	-3	—	4	4	

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

Shots "T": The weapon is a *thrown weapon*.

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	—	—	Vitals ^[1]	-3
11	Groin	-3	—	Eye ^[1]	-9
12	Left Arm	-2			

[1] Only targetable by impaling, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, and *Human and Humanoid Hit Location Table*, p. B552.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	-11	1 in	-5	+5	15 yd
0	-10	1.5 in	-6	+6	20 yd
0	-9	2 in	-7	+7	30 yd
0	-8	3 in	-8	+8	50 yd
0	-7	5 in	-9	+9	70 yd
0	-6	8 in	-10	+10	100 yd
0	-5	1 ft	-11	+11	150 yd
0	-4	1.5 ft	-12	+12	200 yd
0	-3	2 ft	-13	+13	300 yd
0	-2	1 yd	-14	+14	500 yd
0	-1	1.5 yd	-15	+15	700 yd
0	0	2 yd	-16	+16	1000 yd
-1	+1	3 yd	-17	+17	1500 yd
-2	+2	5 yd	-18	+18	1.14 mi
-3	+3	7 yd	-19	+19	1.7 mi
-4	+4	10 yd	-20	+20	2.84 mi

See also: *Size and Speed/Range Table*, p. B550.

NOTES
Detective!: (page B175) Criminology, Detect Lies, Electronics Operation (Security & Surveillance), Forensics, Interrogation, Law, Observation, Research, Savoir-Faire (Police), Search, Shadowing, Streetwise

EQUIPMENT			
Qty	Item	Cost	Weight
1	Backpack, Small (TL1) Per Unit - Cost: 60, Weight: 3 lb Contents - Cost: 149, Weight: 7.25 lb Description: TL:1 Notes: Holds 40 lbs. of gear.	209	10.25 lb
1	Bandages (TLVar.) Description: TL:Var. Notes: Bandages for half-dozen wounds. Might be clean cloth, adhesive dressings, or sprat-on "plastiskin," depending on TL. At TL 6+, includes IV drip, needle, and plasma. Basic equipment for First Aid skill.	10	2 lb
1	Healing Description: Rare Cost: 250 Forms: Potion, Powder, Ointment	120	-
2	Rope, 3/8" (per 10 yards; TL1) Per Unit - Cost: 5, Weight: 1.5 lb Description: TL:1 Notes: Supports 300lbs.	10	3 lb
3	Torch (TL0) Per Unit - Cost: 1, Weight: 4 oz Description: TL:0 Notes: Burns for 1hr.	3	12 oz
3	Traveler's Rations (TL0) Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	6	1.5 lb
1	Hip Quiver (TL0) Per Unit - Cost: 15, Weight: 1 lb Contents - Cost: 40, Weight: 2 lb Description: TL:0 Notes: Holds 20 arrows or bolts.	55	3 lb
20	Arrow (TL0) Per Unit - Cost: 2, Weight: 1.6 oz	40	2 lb
1	Large Knife (TL0) Description: TL:0 LC:4, [Mode: thrown Dam:thr imp Acc:0 Range:ST*0.8/ST*1.5 RoF:1 Shots:T(1) ST:6 Bulk:-2], [Mode:swing Dam:sw-2 cut Reach:C,1 Parry:-1 ST:6 Skill:Knife], [Mode:thrust Dam:thr imp Reach:C Parry:-1 ST:6 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)]	40	1 lb
1	Medium Shield (TL1) Description: TL:1 LC:4 DB:2 Dam:thr cr Reach:1 Parry:No ST:-- DR:7 HP:40 Skill:Shield (Shield) Notes: [2,3,4] Can be used offensively with a shield bash (see the Melee Weapon Table p. B273) or shield rush (see Slam, p. B371). At TL2+, you can give your small, medium, or large shield a spike to increase damage: add \$20 and 5 lbs. Also available as a buckler. You can ready a buckler in one turn and drop it as a free action, just like a weapon - but it always occupies one hand, and it does not allow a shield rush. Use Shield (Buckler) instead of regular shield skill. No effect on statistics. At TL3+, iron shields are available but uncommon: x5 cost, x2 weight, +3 DR, and x2 HP. At TL7+ plastic riot shields (made of Lexan, etc.) have x1/2 weight but otherwise identical statistics. Shield composition never affects DB.	60	15 lb
1	Ordinary Clothes (Status +0; TL0) Per Unit - Cost: 120, Weight: 2 lb Contents - Cost: 200, Weight: 10 lb Description: One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.	320	12 lb
1	Boots (TL2) Description: TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing. Location: feet	80	3 lb
1	Leather Gloves (TL1) Description: TL:1 LC:-- DR:2* Locations: hands Location: hands	30	-

EQUIPMENT (continued)			
Qty	Item	Cost	Weight
1	Ordinary Clothes (Status +0; TL0)	320	12 lb
1	Leather Jacket (TL1) Description: TL:1 LC:-- DR:1* Locations: arms, torso Notes: [1] Concealable as or under clothing. Location: arms, torso	50	4 lb
1	Leather Pants (TL1) Description: TL:1 LC:-- DR:1* Locations: legs, groin Notes: [1] Concealable as or under clothing. Location: legs, groin	40	3 lb
1	Purse (TL0) Per Unit - Cost: 10 Contents - Cost: 17, Weight: 2.35 lb Description: TL:0 Notes: Holds 3 lbs.	27	2.35 lb
1	Flint & Steel (TL2) Description: TL:2 Notes: Used to assist in lighting fires.	1	-
1	Personal Basics (TL0) Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
1	Tinderbox (TL2) Description: TL:1 Notes: Holds tinder for assisting in lighting a fire.	5	5.6 oz
1	Whetstone (TL1) Description: TL:1 Notes: For sharpening tools and weapons.	6	1 lb
1	Short Bow (ST 11; TL0) Description: TL:0 LC:4, Dam:thr imp Acc:1 Range:ST*10/ST*15 RoF:1 Shots:1(2) ST:7† Bulk:-6 Skill:Bow Notes: [3]	50	2 lb
1	Shortsword (Fine; TL2; Fine Quality, *4) Description: TL:2 LC:4, [Mode:swing Dam:sw cut Reach:1 Parry:0 ST:8 Skill:Shortsword], [Mode:thrust Dam:thr imp Reach:1 Parry:0 ST:8 Skill:Shortsword]	1600	2 lb
1	Spear (TL0) Description: TL:0 LC:4, [Mode: thrown Dam:thr+3 imp Acc:2 Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:9 Bulk:-3], [Mode:one-handed thrust Dam:thr+2 imp Reach:1* Parry:0 ST:9 Skill:Spear Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)], [Mode:two-handed thrust Dam:thr+3 imp Reach:1,2* Parry:0 ST:9† Skill:Spear Notes: Requires two hands.], [Mode Woomera Dam:sw+3 imp Acc:2 Range:ST*1.5/ST*20 RoF:1 Shots:1(1) ST:7 Bulk:-6 Skill: Spear Thrower]	40	4 lb

CAMPAIGN LOG		
Points: (logged) 0	+ (other) 0	= (total) 0
Initial Character Creation		
Character created using GURPS Character Assistant 4		
07.01.2020: 0 pts		