

GURPS

CHARACTER SHEET

Name: Raphael Holyoak Player: _____
 Appearance: Medium height, stocky, blond, shaggy beard, 40
 Character Story: Mercenary ranger wizard; sometimes accom-
 panies ranger troop, sometimes has other missions

Date Created	Sequence
Unspent Points	Point Total
	100

Pt. Cost	ST 9	FATIGUE
-10		
	DX 11	BASIC DAMAGE
10		
	IQ 14	Thrust: 1d-2
45		Swing: 1d-1
	HT 10	HITS TAKEN
0		

Mvmt	BASIC SPEED	MOVE
	5.25	5
	(HT+DX)/4	Basic - Enc.

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = $2 \times ST$ 18	Armor: 2
Light (1) = $4 \times ST$ 36	Shield: —
Med (2) = $6 \times ST$ 54	
Hvy (3) = $12 \times ST$ 108	
X-hvy (4) = $20 \times ST$ 180	

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
5	6	—
= Move	Weapon/2	Shield/2

DAMAGE RESISTANCE	
Armor Lt. Leather : 1	
(w/ Fortify +1) : 1	2

ADVANTAGES, DISADVANTAGES, QUIRKS

35	Magical Aptitude (Magery) 3
5	Animal Empathy
10	Literate
-25	Bad Sight — nearsighted
-15	Pacifism — cannot kill
-10	Sense of Duty (to employer)
	(required for ranger campaign)
-1	Talks to animals
-1	Loves to fish and tell fish stories
-1	Keeps snacks in his hat
-1	Conceals armor under his robe
-1	Loves wine; has been known to drink to excess



REACTION +/- _____

WEAPONS AND POSSESSIONS				
Item	Damage	Skill	\$	Wt.
	Type	Acc.	Level	
Staff	Crush 1d+1	11*	40**	4
Lt. Leather Armor			360***	10
Large Knife	Cut 1d-3	7	40	1
	Imp 1d-2	7		
Personal basics for travel			5	—
4-point Powerstone			900	—
Silver Coins			55	—

* Bad sight makes skill effectively 9.
 Staff parry is 2/3 of 9, or 6.

** Staff is magical. Cost: \$10 for quarterstaff, plus \$30 for Staff spell (p. 47) at power 15.

*** The leather armor has a value of \$210, but it is enchanted with the Deflect spell to +1, giving it a PD of 2, and with the Fortify spell +1, giving it a DR of 2. These enchantments cost \$150 to cast.

Totals: \$1,000 Lbs. 15.

WEAPON RANGES				
Weapon	SS	Acc	% DMG	Max

SKILLS	Pt. Cost	Level
Staff (PH)	4	11
Knife (PE) (default)	—	7
Riding (Horse) (PA)	2	15*
Animal Handling (MH)	2	17*
Fishing (ME)	1	14
Stealth (PA)	2	11
Survival (Woods) (MA)	1	13
First Aid/TL3 (ME)	1	14

Sense Life (MH)	1	15
Sense Foes (MH)	1	15
Seek Earth (MH)	1	15
Sense Danger (MH)	1	15
Shield (MH)	1	15
Missile Shield (MH)	1	15
Purify Air (MH)	1	15
Lend ST (MH)	1	15
Lend HT (MH)	1	15
Recover ST (MH)	1	15
Sterilize (MH)	1	15
Minor Healing (MH)	1	15
Major Healing (MVH)	2	15
Cure Disease (MH)	1	15
Restoration (MVH)	1	14
Beast-Soother (MH)	1	15
Beast Summoning (MH)	1	15
Beast Speech (MH)	1	15
Bird Control (MH)	1	15
Mammal Control (MH)	1	15
Insect Control (MH)	1	15
Rider (MH)	1	15
Shapeshift (Bear) (MVH)	1	14
Ignite Fire (MH)	1	15
Test Food (MH)	1	15
Preserve Food (MH)	1	15
Purify Food (MH)	1	15
Seek Water (MH)	1	15
Purify Water (MH)	1	15
Find Direction (MH)	1	15
Seeker (MH)	1	15
Trace (MH)	1	15
Find Weakness (MH)	1	15
Weaken (MH)	1	15
Shatter (MVH)	12	18
* +4 for Animal Empathy		
Total	60	

SUMMARY		Point Total
Attributes		45
Advantages		50
Disadvantages		-50
Quirks		-5
Skills		60
TOTAL		100

Grimoire Of: Raphael Holyoak

spell name and class	skill level	time to cast	duration	cost to cast	cost to maintain	notes	Page no.
Sense Life (Info/Area)	15	1 sec.	Wt.	1/2	-	min. cost 1**	28
Sense Foes (Info/Area)	15	1 sec.	Inst.	1	-	min. cost 2**	28
Seek Earth (Info)	15	10 sec.	Inst.	2	-		31
Sense Danger (Info)	15	1 sec.	Inst.	2	-		76
Shield (Reg)	15	1 sec.	1 min.	2 x PD added	1 1/2 cost to cast	Due to skill, first point of PD costs 1 to cast and is free to maintain.	76
Missile Shield (Reg)	15	1 sec.	1 min.	4	1		77
Purify Air (Area)	15	1 sec.	Inst.	1	-	1/2	34
Lend ST (Reg)	15	1 sec.	Perm.	Any	-	No cost reduction for skill.	49
Lend HT (Reg)	15	1 sec.	1 hr.	Any	-	No cost reduction for skill.	49
Recover ST (Special)	15	-	-	-	-	Recover 1 ST per 5 min.	49
Minor Healing (Reg)	15	1 sec.	Perm.	0 to 2	-	First point healed free.	50
Major Healing (VH) (Reg)	15	1 sec.	Perm.	0 to 3	-	First point healed free.	50
Sterilize (Area)	15	varies	Inst.	varies	-	1/2 1 for fist-sized item.	50
Restoration (VH) (Reg)	14	1 min.	Perm.	15	-	*	51
Cure Disease (Reg)	15	10 min.	Perm.	3	-		50
Beast-Soother (Reg)	15	1 sec.	Perm.	0 to 2	-	First +2 reaction free.	23
Beast Summoning (Reg)	15	1 sec.	1 min.	2	1		23
Beast Speech (Reg)	15	1 sec.	1 min.	3	1		25
Bird Control (Reg/R-IQ)	15	1 sec.	1 min.	3	1		24
Mammal Control (Reg/R-IQ)	15	1 sec.	1 min.	4	2		24
Insect Control (Reg/R-IQ)	15	1 sec.	1 min.	2	1		24
Rider (Reg)	15	1 sec.	5 min.	1	0		24
Shapeshifting (Bear) (VH) (Special)	14	3 sec.	1 hr.	6	2	* Bear form has ST 18, DX 13, IQ 14, HT 12.	25
Ignite Fire (Reg)	15	1 sec.	Inst.	1-3	1-3	First point is free.	36
Test Food (Info)	15	1 sec.	Inst.	See note	-	0 to test a meal; 2 for a 1-hex area.	48
Preserve Food (Reg)	15	1 sec.	1 week	2/lb.	1/lb.	First point is free.	48
Purify Food (Reg)	15	1 sec.	Perm.	1/lb.	-	First point is free.	48
Seek Water (Info)	15	1 sec.	lust.	1	-		39
Purify Water (Special)	15	5-10 sec.	Perm.	1/gal.	-	One gallon is free.	39
Find Direction (Info)	15	1 sec.	Inst.	1	-		53
Seeker (Info)	15	1 sec.	Inst.	2	-		54
Trace (Reg)	15	1 min.	1 hr.	2	0		54
Find Weakness (Info)	15	2 sec.	Inst.	1/hex	-	Cost varies by item. First point is free.	59
Weaken (Reg)	15	5 sec.	Perm.	1	-		59
Shatter (VH) (Reg)	18	1 sec.	lust.	0 to 2	-		59

* All Holyoak's spells EXCEPT these are known at a level which allows him to cast them with a word or two and a small gesture. He may move one hex per turn and concentrate on the spell at the same time.

** All Holyoak's Area spells are known at skill 15, so subtract 1 from the final cost of each casting.