



Name: Bugbear Bodyguard
Race: Goblin
Appearance:

Player: Spent: 130
Ht: Wt: Age: Unspent: 370

CHARACTER SHEET

ST	15*	[18]	HP	18§	[0]	Basic Speed	6	[0]
DX	12	[40]	Will	10**	[0]	Basic Move	6	[0]
IQ	8†	[0]	Per	8	[0]	BL	45 lb	(ST×ST)/5
HT	12‡	[0]	FP	13††	[0]	Thr	1d+1	Sw 2d+1
TL	4	[0]	SM	+1††				
* Includes: +3 from 'Extra ST'			** Includes: +2 from 'Will Bonus from Bugbear (DRL)'					
† Includes: -2 from 'Reduced IQ'			†† Includes: +1 from 'Fatigue Points Bonus from Bugbear (DRL)'					
‡ Includes: +2 from 'Extra HT'			†† Includes: +1 from 'Size Modifier Bonus from Bugbear (DRL)'					
§ Includes: +3 from 'Hit Points Bonus from Bugbear (DRL)'								

Vision	8	Taste/Smell	8	Death Check	
Hearing	8	Fright Check	12*	Broad Jump	3 yd
Touch	8	Consciousness		High Jump	2.17 ft
* Includes: +2 from 'Combat Reflexes'					

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	90 lb	360 lb	540 lb	675 lb	1.12 tn
* Takes 2 seconds to complete			‡ Double with a running start		
† Takes 4 seconds to complete			§ Lose 1 FP/sec while over X-Hvy enc.		

ENCUMBRANCE TABLE

Name	None	Light	« Med »	Hvy	X-Hvy
Basic	45 lb	90 lb	135 lb	270 lb	450 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Air	3 yd	2 yd	1 yd	1 yd	1 yd
Dodge	10	9	8	7	6

HP	0 HP	-1×HP	-2×HP	-3×HP	-4×HP
18 17 16 15 14	0 -1 -2 -3 -4	-18 -19 -20 -21 -22	-36 -37 -38 -39 -40	-54 -55 -56 -57 -58	-72 -73 -74 -75 -76
13 12 11 10 9	-5 -6 -7 -8 -9	-23 -24 -25 -26 -27	-41 -42 -43 -44 -45	-59 -60 -61 -62 -63	-77 -78 -79 -80 -81
8 7 6 5 4	-10 -11 -12 -13 -14	-28 -29 -30 -31 -32	-46 -47 -48 -49 -50	-64 -65 -66 -67 -68	-82 -83 -84 -85 -86
3 2 1	-15 -16 -17	-33 -34 -35	-51 -52 -53	-69 -70 -71	-87 -88 -89

FP	0 FP	} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.
13 12 11 10 9	0 -1 -2 -3 -4	
8 7 6 5 4	-5 -6 -7 -8 -9	
3 2 1	-10 -11 -12	

PARRY	PARRY	BLOCK	DODGE	OTHER
10*	10*	10*	8/10*	
Broadsword	DX	Shield (Shield)	Med	



Eyes
DR: 5*
HP: 0

Skull
DR: 5*+2
HP: 0

Neck
DR: 5*
HP: 0

Face
DR: 5*
HP: 0

Torso
DR: 5*
HP: 0

Arms
DR: 5*
HP: 0

Hands
DR: 5*
HP: 0

Groin
DR: 5*
HP: 0

Legs
DR: 5*
HP: 0

Feet
DR: 5*
HP: 0

Loc.	HP	#
Eyes	2	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	10	
Hands	7	
Legs	10	
Feet	7	
Bonus DR: 2†		
Bonus DB: 3		
Notes:		

* Includes: +1 from 'Combat Reflexes'

† Includes: +2 from 'Damage Resistance'

REACTION MODIFIERS	
Appearance: -4*	
* Includes: -4 from 'Appearance'	
Status: +0	
Other: -2†	
† Includes: -2 from 'Bully'; Conditional: -2 from 'Odious Personal Habit (Barbarism)' when people notice your problem, -2 from 'Whisper', -1 from 'Callous' when past victim, or has Empathy, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs	

LANGUAGES			
Name	Spoken	Written	Pts
Black Quenya (Native)	Native	Native	[0]
Local	Broken	—	[1]

CULTURAL FAMILIARITIES	
Name	Pts
Unseelie (Native)	[0]

TEMPLATES AND META-TRAITS	
Name	Pts
Bugbear (DRL) {p. User}	[55]
Smasha (Martial Arts) {p. MA210}	[0]
Sword-and-Shield Fighting (Martial Arts) {p. MA199}	[0]
Warrior (Basic Set) {p. B448}	[0]

ADVANTAGES	
Name	Pts
Arcane 4 (Magical; Only in home environment) {p. MTA45}	[28]
Brachiator (Magical) {p. B41}	[5]
Combat Reflexes {p. B43}	[15]
Damage Resistance 2 (Tough Skin) {p. B46}	[6]
Extra HT 2 (Affects displayed HT score)	[20]
Extra ST 3 (Affects displayed ST score; Size)	[27]
Fatigue Points Bonus from Bugbear (DRL)	[3]
Flexibility (Except when bound by cold iron) {p. B56}	[5]
Glamourie Powers (Magical)	[0]
Usernotes: Source: Faerie Magic, Focus: Innate Magical Abilities	
Glamourie Talent 1 (Catfall, Clinging)	[5]
Goblin-Kin Infravision {p. B60}	[10]
Roll: 8 (Per)	
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Hit Points Bonus from Bugbear (DRL)	[6]
Less Sleep 4 {p. B65}	[8]
Morph (Illusory; Magical; Maximum Duration (2d6+3 Seconds); Unlimited) {p. B83}	[20]
Night Vision 4 {p. B71}	[4]
Reduced Consumption 1 (Cast-Iron Stomach) {p. B80}	[1]
Size Modifier Bonus from Bugbear (DRL)	[0]
Truesight (Magical)	[5]
Will Bonus from Bugbear (DRL)	[10]

PERKS	
Name	Pts
Burrower {p. SU30, SU31, PU2:10}	[1]
Rest in Pieces {p. PU2:19-20}	[1]
Shield-Wall Training {p. MA51, PU2:7}	[1]

DISADVANTAGES	
Name	Pts
Appearance (Hideous) {p. B21}	[-16]
Bad Temper (12 or less) {p. B124}	[-10]
Bloodlust (12 or less) {p. B125}	[-10]
Bully (9 or less) {p. B125}	[-15]
Callous {p. B125}	[-5]
Code of Honor (Unseelie) {p. CTD}	[-10]
Iron Intolerance	[-10]
Odious Personal Habit (Barbarism) -2 {p. B22}	[-10]
Overconfidence (12 or less) {p. B148}	[-5]
Reduced IQ -2 (Affects displayed IQ score)	[-40]
Short Lifespan -1 {p. B154}	[-10]

DISADVANTAGES (continued)	
Name	Pts
Weakness (Direct Sunlight) (1d per 30 minutes) (Fatigue Only; Common) {p. B161}	[-5]
Whisper	[-10]

SKILLS			
Name	Level	Relative	Pts
Armoury/TL4 (Melee Weapons) {p. B178}	8	IQ+0	[2]
Axe/Mace {p. B208}	12	DX+0	[2]
Parry: 10			
Brawling {p. B182}	14	DX+2	[4]
Parry: 11			
Broadsword {p. B208}	12	DX+0	[2]
Parry: 10			
Climbing {p. B183}	12 *	DX+0	[0]
Jumping {p. B203}	12	DX+0	[1]
Knife {p. B208}	12	DX+0	[1]
Parry: 9			
Power Blow {p. B215}	10	Will+0	[4]
Shield (Shield) {p. B220}	12	DX+0	[1]
Block: 10			
Spear {p. B208}	12	DX+0	[2]
Parry: 10			
Stealth {p. B222}	16 †	DX+4	[2]
Wrestling {p. B228}	12	DX+0	[2]
Parry: 10			
* Includes: +2 from 'Brachiator', +3 from 'Flexibility'			
† Includes: +4 from 'Arcane'			

TECHNIQUES			
Name	Level	Relative	Pts
Aggressive Parry (Brawling) {p. MA65}	10	def+0	[0]
Parry: 11			
Choke Hold (Wrestling) {p. MA69, B230}	10	def+1	[2]
Counterattack (Broadsword) {p. MA70}	8	def+1	[2]
Feint (Broadsword) {p. MA73, B231}	12	def+0	[0]
Head Butt (Brawling)	14	def+1	[2]
Kicking (Brawling) {p. MA75, B231}	14	def+2	[3]
Neck Snap (ST) {p. MA77, B232}	11	def+0	[0]
Stamp Kick (Brawling) {p. MA80}	12	def+1	[2]
Targeted Attack (Brawling Stamp Kick/Neck) {p. MA68}	8	def+1	[2]
Two-Handed Punch (Brawling) {p. MA81}	12	def+0	[0]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Aggressive Parry (Brawling)	10	—	1d-2 cr	C	—	—	
Brawling: Punch	14	11	1d+1 cr	C	—	—	
Brawling: Bite	14	—	1d+1 cr	C	—	—	
Brawling: Kick	14	—	1d+2 cr	C,1	—	—	
Head Butt (Brawling)	14	—	1d cr	C	—	—	
Large Falchion: swing	12	10U	3d cut	1	11	4	
Large Falchion: thrust	12	10U	1d+1 imp	1	11	4	
Large Knife: swing	12	9	2d cut	C,1	6	4	
Large Knife: thrust	12	9	1d+2 imp	C	6	4	[1]
Large Shield	12	—	1d+1 cr	1	—	4	[2,4]
Neck Snap (ST)	11	—	2d+1 cr	C	—	—	
Spear: one-handed thrust	12	10	2d imp	1*	9	4	[1]
Spear: two-handed thrust	12	10	2d+1 imp	1,2*	9†	4	
Stamp Kick (Brawling)	12	—	1d+3 cr	C,1	—	—	
Two-Handed Punch (Brawling)	12	—	1d+3 cr	C	—	—	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Large Knife	8	1d+2 imp	—	12 yd / 22.5 yd	1	T(1)	6	-2	—	4	
Spear: thrown	8	2d+1 imp	2	15 yd / 22.5 yd	1	T(1)	9	-3	—	4	
Spear: woomera	8	3d+1 imp	2	22.5 yd / 30 yd	1	1(1)	7	-6	—	4	

EQUIPMENT				
Qty	Item		Cost	Weight
1	Large Falchion (Fine Quality) {p. MA227}		2500	4.5 lb
	Description: TL:3 LC:4 [Mode:swing Damage:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Broadsword], [Mode:thrust Damage:thr-1 imp Reach:1 Parry:0U ST:11 Skill:Broadsword]			
1	Large Knife (Fine Quality) {p. B272, B276}		160	1 lb
	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)]			
1	Large Shield {p. B273, B287}		90	25 lb
	Description: TL:1 LC:4 DB:3 Dam:thr cr Reach:1 Parry:No ST:-- DR:9 HP:60 Skill:Shield (Shield) Notes: [2,4] 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. 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.			
1	Spear (Fine Quality) {p. B273, B276}		120	4 lb
	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*2 RoF:1 Shots:1(1) ST:7 Bulk:-6 Skill: Spear Thrower]			
1	Steel Laminate Suit {p. L18}		1360	64 lb
	Description: TL:3 LC:-- DR:5* Locations: all Notes:This is a full suit of armor from GURPS Lite. It includes an article of light, common clothing to wear underneath - or padding, if this is usual for the armor. The statistics already reflect this; you do not have to buy clothing or padding separately, or account for its DR and weight.			
	Location: all			