



Player:
Ht:

Wt:

Age:

Spent: 160
Unspent: 340

CHARACTER SHEET

* Includes: -1 from 'Reduced ST'
† Includes: -2 from 'Reduced IQ'; Conditional: -1 from 'Gregarious' when in a group of four or less, -4 from 'Gregarious' when alone
‡ Includes: +2 from 'Will Bonus from Goblin (DRL)'
§ Includes: +4 from 'Extra Perception'
** Includes: -1 from 'Size Modifier Penalty from Goblin (DRL)'

* Conditional: -2 from 'Cowardice' when possible danger is involved

* 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

FP					0 FP				
10	9	8	7	6	0	-1	-2	-3	-4
5	4	3	2	1	-5	-6	-7	-8	-9

} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

9
Shortsword

PARRY

BLOCK

DODGE

OTHER

Eyes DR: 2* HP: 0		Skull DR: 2*+2 HP: 0
Neck DR: 2* HP: 0		Face DR: 2* HP: 0

Skull
DR: 2^*+2
HP: 0
Face
DR: 2^*
HP: 0

The diagram shows a human figure with the following highlighted parts and values:

- Torso:** DR: 2*, HP: 0
- Arms:** DR: 1, HP: 1

Arms
DR: 2*
HP: 0

Hands
DR: 2*
HP: 0

Groin
DR: 2*
HP: 0

Legs
DR: 2*
UR: 0

Feet
DR: 2*

Loc.	HP	#
Eyes	1	
Neck	—	
Skull	—	
Face	—	
Torso	—	
Groin	—	
Arms	5	
Hands	4	
Legs	5	
Feet	4	

Bonus DR: 1★

Bonus DB: 0

Notes:

* Includes: +1 from 'Damage Resistance'



SCRATCH PAD

[illegible]

REACTION MODIFIERS	
Appearance: -4 *	
* Includes: -4 from 'Appearance'	
Status: +0	
Other: +0†	
† Conditional: -2 from 'Odious Personal Habit (Barbarism)' when people notice your problem, +4 from 'Gymnast', -2 from 'Cowardice' when from trained fighters, when cowardice matters, -2 from 'Whisper'	

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
Archer (Fantasy) {p. F114}	[0]
Archer - Crossbowman (Fantasy) {p. F114}	[0]
Capoeira (Martial Arts) {p. MA153}	[0]
Goblin (DRL) {p. User}	[62]

ADVANTAGES	
Name	Pts
Arcane 4 (Magical: Only in home environment) {p. MTA45}	[28]
Catfall * (Magical) {p. B41}	[9]
Roll: 13 (DX+1)	
Clinging * (Magical; Natural Surfaces Only) {p. B43}	[14]
Roll to grab ahold: 13 (DX+1), Roll to hang on: 10 (ST+1)	
Damage Resistance 1 (Tough Skin) {p. B46}	[3]
Extra Perception 4 (Affects displayed Per score; Night-Aspected)	[12]
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: 12 (Per)	
Gymnast 4 {p. B89}	[40]
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]
Super Jump 1 {p. B89}	[10]
Truesight (Magical)	[5]
Will Bonus from Goblin (DRL)	[10]
* Includes: +1 skillscore from 'Glamourie Talent'	

PERKS	
Name	Pts
Burrower {p. SU30, SU31, PU2:10}	[1]
Compact Frame {p. PU2:13}	[1]
Rest in Pieces {p. PU2:19-20}	[1]
Skill Adaptation (Acrobatic Feints) {p. MA51}	[1]
Skill Adaptation (Acrobatic Kicks) {p. MA51}	[1]

DISADVANTAGES	
Name	Pts
Appearance (Hideous) {p. B21}	[-16]
Code of Honor (Unseelie) {p. CTD}	[-10]
Cowardice (12 or less) {p. B129}	[-10]
Gregarious {p. B126}	[-10]
Iron Intolerance	[-10]
Odious Personal Habit (Barbarism) -2 {p. B22}	[-10]
Reduced IQ -2 (Affects displayed IQ score)	[-40]
Reduced ST -1 (Affects displayed ST score)	[-10]
Short Lifespan -1 {p. B154}	[-10]
Size Modifier Penalty from Goblin (DRL)	[0]
Weakness (Direct Sunlight) (1d per 30 minutes) (Fatigue Only; Common) {p. B161}	[-5]

DISADVANTAGES (continued)	
Name	Pts
Whisper	[-10]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	14 *	DX+2	[1]
Brawling {p. B182}	13	DX+1	[2]
Parry: 9			
Camouflage {p. B183}	10	IQ+2	[2]
Climbing {p. B183}	14†	DX+2	[0]
Crossbow {p. B186}	14	DX+2	[4]
Fast-Draw (Arrow) {p. B194}	14	DX+2	[4]
Hiking {p. B20}	11	HT+1	[4]
Knife {p. B208}	12	DX+0	[1]
Parry: 8			
Net {p. B211}	12	DX+0	[4]
Riding (Canines) {p. B217}	12	DX+0	[2]
Shield (Shield) {p. B220}	12	DX+0	[1]
Block: 9			
Shortsword {p. B209}	12	DX+0	[2]
Parry: 9			
Soldier/TL4 {p. B221}	8	IQ+0	[2]
Stealth {p. B222}	16‡	DX+4	[2]
Survival (Woodlands) {p. B223}	12	Per+0	[2]
Tactics {p. B224}	10	IQ+2	[12]
Wrestling {p. B228}	12	DX+0	[2]
Parry: 9			
* Includes: +4 from 'Gymnast'		† Includes: +3 from 'Flexibility', +4 from 'Gymnast'	
		‡ Includes: +4 from 'Arcane'	

TECHNIQUES			
Name	Level	Relative	Pts
Acrobatic Stand (Acrobatics) {p. MA65}	10	def+2	[2]
Back Kick (Acrobatics) {p. MA67, , B230}	12	def+2	[3]
Head Butt (Brawling)	12	def+0	[0]
Jump Kick (Acrobatics) {p. MA75, B231}	12	def+2	[3]
Kicking (Acrobatics) {p. MA75, B231}	12	def+0	[0]
Spinning Kick (Acrobatics) {p. MA79}	12	def+1	[2]
Springing Attack (Shortsword) {p. MA87}	11	def+1	[2]
Sweeping Kick (Acrobatics) {p. MA81, B232}	12	def+1	[2]

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	13	9	1d-3 cr	C	—	—	
Brawling: Bite	13	—	1d-3 cr	C	—	—	
Brawling: Kick	11	—	1d-2 cr	C,1	—	—	
Falchion: swing	11	8	1d+1 cut	1	10	4	
Falchion: thrust	11	8	1d-3 imp	1	10	4	
Head Butt (Brawling)	—	—	1d-3 cr	C	—	—	
Jump Kick (Acrobatics)	—	—	1d cr	1,2	—	—	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Melee Net	12	spec.	1	—	1	T(1)	8	-4	—	4	[4,6]

EQUIPMENT					Cost	Weight
Qty	Item					
1	Falchion (Fine Quality) {p. MA229}				1600	3 lb
	Description: TL:2 LC:4 [Mode:swing Damage:sw+1 cut Reach:1 Parry:0 ST:10 Skill:Shortsword], [Mode:thrust Damage:thr-2 imp Reach:1 Parry:0 ST:10 Skill:Shortsword]					
1	Leather Armor Suit {p. L18}				340	19.5 lb
	Description: TL:1 LC:-- DR:2* 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 seperately, or account for its DR and weight.					
	Location: all					
1	Melee Net {p. B276}				20	5 lb
	Description: TL:2 LC:4, Dam: spec. Acc:1 Range:spec. RoF:1 Shots:T(1) ST:8 Bulk:-4 Skill:Net Notes: [4,6] May entangle or ensnare the target; see Special Ranged Weapons (p. B411). A net has no 1/2D range. Max range is (ST + Skill/5).					