

	Name: <b>Jack</b>		Player: William					
	Title/Rank:		Campaign: D&D rules-breaker					
	Affiliation:		Created: Sunday, January 21, 2007					
	Age/Date of Birth:		Modified: Monday, March 12, 2007					
	Place of Birth:							
Eye Color:	Height:	Area	PD	DR	<b>Point Summary</b>			
Hair Color:	Weight:						Head	Attributes: 50.0
Skin Color:	Sex:						Body	Advantages: 50.0
Handedness:	Race:						Arms	Disadvantages: -50.0
Religion:							Legs	Quirks: -5.0
		Hands	Skills: 38.0					
		Feet	Spells: 17.0					
					Unspent:			
					<b>Total: 100.0</b>			

Points		
-10	<b>ST</b>	<b>9</b>
20	<b>DX</b>	<b>11</b>
40	<b>IQ</b>	<b>12</b>
	<b>HT</b>	<b>10</b>
Thrust/Swing: 1d-2/1d-1		

Fatigue	Hit Points	Vision	Hearing	Taste/Smell	Will

Status	Encumbrance	Penalty	Weight Carried	Speed	Move	Dodge	Parry	Block	
	None	0	0 - 18 lbs.	5.25	5	5	9	9	Speed Adj:
	Light	1	19 - 36 lbs.	4.25	4	4	8	8	Move Adj:
	Medium	2	37 - 54 lbs.	3.25	3	3	7	7	Defense Adj:
	Heavy	3	55 - 108 lbs.	2.25	2	2	6	6	Parry Base: 9
	Extra-Heavy	4	109 - 180 lbs.	1.25	1	1	5	5	Block Base: 9

Advantages, Disadvantages & Quirks	Ref	Pts	Skills	Ref	Diff	Pts	Adj	Lvl
Wealth: Comfortable (2x average starting wealth; work 40 hours/week)	B16	10	Karate	B51	p/h	8		12
Ally: equal point value (constantly, x4; sympathy (lethal), -50%)	B23	10	Wrestling	CI136	p/a	4		12
Ally: low-point animal companion (constantly, x4)	B23	4	Shield	B52	p/e	2		12
Language (Accented/None)	B23	2	Thrown Weapon: shuriken	B52	p/e	4		13
Magery, Level 1	B21	15	Bolas	B49	p/a	4		12
Telekinesis 2 (Psi, -10%)	B92	9	Survival: Woodlands	B57	m/a	2		12
Berserk (12 or less)	B31	-10	Tracking	B57	m/a	2		12
Honesty (+1 reaction)	B33	-10	Stealth	B67	p/a	4		12
Code of Honor: Soldier's	B31	-10	Traps/TL3	B68	m/a	4		13
Motion Sickness	CI82	-10	Innate Attack: Beam	CI148	p/e	2		12
Sense of Duty: crime victims he encounters; law-abiding citizens in general	B39	-10	Innate Attack: Projectile	CI149	p/e	2		12
Broad-Minded	CI86	-1						
Careful	CI86	-1						
Horrible Hangovers	CI79	-1						
Minor Addiction (coffee; oh, the grousing if the party runs out)	B30	-1						
Nosy	CI92	-1						

Spells	Ref	Class	Diff	Cast Time	Duration	Energy	Pts	Adj	Lvl
Lend Energy	M49	Regular	m/h	1 sec.	Perm.	varies#	1		11
Lend Vitality	M49	Regular	m/h	1 sec.	1 hr.	1 per HT	1		11
Minor Healing	M50	Regular	m/h	1 sec.	Perm.	1 to 3#	4		13
Major Healing	M50	Regular	m/vh	1 sec.	Perm.	1 to 4#	1		10
Scroll	M42	Enchantment	m/h	days=cost	varies#	Special	2		12
Ignite Fire	M36	Regular	m/h	1 sec.	1 sec.	1 to 4#	1		11
Create Fire	M36	Area	m/h	1 sec.	1 min.	2/1	1		11
Shape Fire	M37	Area	m/h	1 sec.	1 min.	2/1	1		11
Flame Jet	M38	Regular	m/h	1 sec.	1 sec.	1-3/s#	1		11
Fireball	M37	Missile	m/h	1 to 3 sec.	Instant	1 to 3#	4		13

Jack is a trained soldier with a few spells to help a man get along in rough territory, and some native psychic power. He's an elite agent with the local government, a sort of fantasy-world SWAT officer sent in to investigate odd occurrences. He is known for a terrifying berserker rage which is nevertheless kept in check by an ingrained honesty and a true sense of duty to his people.

He's also hideously impossible to model in d20, especially as a "starting character." :^)

He has enough points in Karate to improve his unarmed damage and to parry attacks unarmed: essentially, he has Improved Unarmed Strike.

He has Wrestling at DX+1, giving him bonuses in grappling and pinning: essentially, Improved Grapple.

He is skilled with the bolas, an exotic weapon for all basic character classes, and shuriken, exotic for all but the monk.

He is skilled with shields, including those of tower type. (And with all armor types; GURPS does not require a skill roll to use any of these.)

He can scribe scrolls, which would require the Scribe Scroll feat. Indeed, he usually has a healing scroll handy.

He can cast not only the most basic of healing spells but indeed a more powerful healer of wounds -- arcanelly. (Roughly, cure Moderate Wounds.)

He can cast Fireball, a (strictly arcane) Sor/Wiz 3 spell.

He can cast Flame Jet, which is almost exactly Flame Blade (a jet of fire springs from a fist) -- a Druid 2 spell (and druids only; it is strictly divine).

He has more than normal starting wealth, completely unmodelable in d20 at 1st level.

He has an ally, a partner with whom he works. This partner is of equal point value ("level"), and generally follows Jack's suggestions, though he may on occasion be independent. (However, the two are sympathetically linked, with the death of either killing the other; rather like a close familiar.)

He has an animal companion, a good old bloodhound named Sniffer.

He has the psi power Telekinesis 2 -- essentially the d20 power "far hand."

He speaks an additional language, common among the local labor immigrants -- but can't read it, despite being literate in his own.

He has Honesty, an ethical trait that means he feels obliged to uphold the law in whatever place he finds himself. (He is "lawful.") He is, however, capable of entering a berserker rage, which only barbarians (necessarily nonlawful) can do.

He can handle himself in the woods, and can track skillfully, as per the Track feat.

He is professionally skilled at spotting and disarming traps, much like a rogue.