



CHARACTER SHEET

Name Qalib al-Azif  
 Player Insight  
 Ht 5'11" Wt 160lbs Size Modifier 0 Age 27  
 Appearance Steel-eyed, dark-haired, intense

Point Total 300  
 Unspent Points 0

<b>ST</b>	11	[ 10 ]	<b>HP</b>	11	[ 0 ]
<b>DX</b>	15	[ 100 ]	<b>Will</b>	12	[ 0 ]
<b>IQ</b>	12	[ 40 ]	<b>Per</b>	15	[ 15 ]
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	[ 0 ]

Languages	Spoken	Written	
Arabic (Native Language)	(Native)	(Native)	[ 0 ]
Latin	(Accented)		[ 2 ]

DR	<b>TL: 3</b>	[ 0 ]
0	<b>Cultural Familiarities</b>	
	Muslim (Native)	[ 0 ]

BASIC LIFT 24 DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED 6.5 [ 0 ] BASIC MOVE 7 [ 5 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
11	<b>Appearance:</b>
Knife	<b>Status: +0</b>
<b>BLOCK</b>	<b>Other: +0</b>
0	Conditional: -1 from 'Callous' when past victim, or has Empathy, -2 from 'Discipline of Faith (Mysticism)' when not a devout co-religionist

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 7	Dodge 10
<b>Light (1) = 2 x BL 48</b>	<b>BM x 0.8 5</b>	<b>Dodge - 1 9</b>
Medium (2) = 3 x BL 72	BM x 0.6 4	Dodge - 2 8
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 6

Name	Level	Relative Level	
Autohypnosis	10	Will-2	[ 1 ]
Brawling	15	DX+0	[ 1 ]
Camouflage	14	IQ+2	[ 3 ]
Climbing	14	DX-1	[ 1 ]
Cooking	11	IQ-1	[ 1 ]
Crossbow	15	DX+0	[ 1 ]
Disguise/TL3 (Human)	12	IQ+0	[ 2 ]
Escape	14	DX-1	[ 2 ]
Fast-Draw (Knife)	16	DX+1	[ 1 ]
<small>Includes: +1 from 'Combat Reflexes'</small>			
Filch	14	DX-1	[ 1 ]
Forced Entry	15	DX+0	[ 1 ]
Garrote	17	DX+2	[ 4 ]
Hiking	10	HT-1	[ 1 ]
Holdout	13	IQ+1	[ 3 ]
Jumping	15	DX+0	[ 1 ]
Knife	17	DX+2	[ 4 ]
Literature	10	IQ-2	[ 1 ]
Lockpicking/TL3	14	IQ+2	[ 8 ]
<small>Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks</small>			
Meditation	10	Will-2	[ 1 ]
Naturalist (Earth)	10	IQ-2	[ 1 ]
Observation	15	Per+0	[ 2 ]
Pharmacy/TL3 (Herbal)	10	IQ-2	[ 1 ]
Pickpocket	14	DX-1	[ 2 ]
<small>Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks</small>			
Poisons/TL3	14	IQ+2	[ 12 ]
Religious Ritual (Islam)	11	IQ-1	[ 2 ]
Riding (Camels)	14	DX-1	[ 1 ]
Riding (Equines)	14	DX-1	[ 1 ]
Search	15	Per+0	[ 2 ]
Shadowing	14	IQ+2	[ 8 ]
Shortsword	15	DX+0	[ 2 ]
Sleight of Hand	14	DX-1	[ 2 ]
<small>Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks</small>			
Smallsword	14	DX-1	[ 1 ]
Smuggling	11	IQ-1	[ 1 ]
Stealth	17	DX+2	[ 8 ]
Streetwise	12	IQ+0	[ 2 ]
Survival (Desert)	14	Per-1	[ 1 ]
Survival (Mountain)	14	Per-1	[ 1 ]
Thaumatology	10	IQ-2	[ 2 ]
Theology (Islam)	12	IQ+0	[ 4 ]

TEMPLATES AND METATRAITS	
Assassin (Banestorm)	[ 0 ]
ADVANTAGES AND PERKS	
Ambidexterity	[ 5 ]
Combat Reflexes	[ 15 ]
Extra Attack 1	[ 25 ]
Fit	[ 5 ]
High Manual Dexterity 1	[ 5 ]
Night Vision 2	[ 2 ]
Power Investiture 1	[ 10 ]
Striking ST 2 (Requires Surprised Target)	[ 4 ]
DISADVANTAGES AND QUIRKS	
Addiction (Hashish) (Cheap)	[ -5 ]
Callous	[ -5 ]
Code of Honor (Arab)	[ -10 ]
Discipline of Faith (Mysticism)	[ -10 ]
Duty (Defend and Promote Shi'a Islam) (9 or less (fairly often))	[ -5 ]
Intolerance (Europeans) (One group)	[ -5 ]
Secret (An assassin) (Possible Death)	[ -30 ]
Alcohol Intolerance	[ -1 ]
Likes Hired Killers and Mercenaries	[ -1 ]
Proud	[ -1 ]
Uncongenial	[ -1 ]
Vow (Must Keep Clean at All Times)	[ -1 ]

**SKILLS (continued)**

<b>Name</b>	<b>Level</b>	<b>Relative Level</b>	
Thrown Weapon (Knife)	17	DX+2	[ 4 ]
Traps/TL3	13	IQ+1	[ 3 ]
<b>Techniques</b>			
Dual-Weapon Attack (Shortsword)	14		[ 4 ]
Feint (Shortsword)	16		[ 2 ]
Off-Hand Weapon Training (Knife)	13		[ 0 ]
<b>Spells</b>			
Choke (Clerical)	11		[ 1 ]
Detect Poison (Clerical)	12		[ 2 ]
Foul Water (Clerical)	11		[ 1 ]
Frailty (Clerical)	13		[ 4 ]
Poison Food (Clerical)	12		[ 2 ]
Resist Poison (Clerical)	11		[ 1 ]
Steal Energy (Clerical)	12		[ 2 ]
Steal Vitality (Clerical)	12		[ 2 ]



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Qalib al-Azif

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-1 cr	C	15 (11)				
	Bite	1d-1 cr	C	15 (No)				
	Kick	1d cr	C,1	13 (No)				
1	Dagger	1d-1 imp	C	17 (11)	5	[1]	20	.25
1	Garrote	spcl.	C	17 (No)		[8]	2	.05

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes		
1	Crossbow (ST 11)	1d+3 imp	4	220 / 275	1	1(4)	15	7†	-6		4	[3]	150	6
1	Dagger	1d-1 imp	0	6.5 / 13	1	T(1)	17	5	-1		4		20	.25

**SPEED/RANGE TABLE**  
For complete table, see p. 550.

Speed/Range Modifier	Linear Measurement (range/speed)
0	2 yd or less
-1	3 yd
-2	5 yd
-3	7 yd
-4	10 yd
-5	15 yd
-6	20 yd
-7	30 yd
-8	50 yd
-9	70 yd
-10	100 yd
-11	150 yd
-12	200 yd
-13	300 yd
-14	500 yd
-15	700 yd

**HIT LOCATION**

Modifier	Location
0	Torso
-2	Arm/Leg
-3	Groin
-4	Hand
-5	Face
-5	Neck
-7	Skull

*Imp or Pi attacks can target vitals at -3 or eyes at -9.*

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**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
20	Arrow		40	2
1	Backpack, Small		60	3
1	Canteen		10	1
1	Cloth Armor Suit	all	150	12
1	Holster, Belt		25	.5
1	Lockpicks		50	0
1	Personal Basics		5	1
1	Shoulder Quiver		10	.5
1	Torch		3	1
3	Traveler's Rations		6	1.5

**CHARACTER NOTES**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 180 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 73 ]
Disadvantages/Quirks	[ -75 ]
Skills/Techniques	[ 122 ]
Other	[ ]

**HAND WEAPONS (continued)**

<b>Qty</b>	<b>Weapon</b>	<b>Damage</b>	<b>Reach</b>	<b>Lvl(Pry)ST</b>	<b>Notes</b>	<b>Cost</b>	<b>Weight</b>
1	Shortsword					400	2
	swing	2d-1 cut	1	15 (11) 8			
	thrust	1d imp	1	15 (11) 8			