



CHARACTER SHEET

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

Point Total 300
 Unspent Points 0

ST	11	[10]	HP	11	CURRENT	[0]
DX	15	[100]	Will	12		[0]
IQ	12	[40]	Per	15		[15]
HT	11	[10]	FP	11	CURRENT	[0]

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

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	24	BM x 1	7	Dodge	10
Light (1) = 2 x BL	48	BM x 0.8	5	Dodge - 1	9
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

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]

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

DR	TL: 3	[0]
0	Cultural Familiarities	
	Muslim (Native)	[0]

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

SKILLS

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]
Includes: +1 from 'Combat Reflexes'			
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]
Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks			
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]
Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks			
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]
Conditional: +1 from 'High Manual Dexterity' when performing DX-based tasks			
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]

SKILLS (continued)

Name	Level	Relative Level	
Thrown Weapon (Knife)	17	DX+2	[4]
Traps/TL3	13	IQ+1	[3]
Techniques			
Dual-Weapon Attack (Shortsword)	14		[4]
Feint (Shortsword)	16		[2]
Off-Hand Weapon Training (Knife)	13		[0]
Spells			
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]



CHARACTER SHEET

Qalib al-Azif

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	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

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	Notes	Cost	Weight
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)

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