



Name: Do'Shavir
Race: Khajiit
Appearance: Male Cathay-Raht (bipedal).

Player:
Ht: 7' 2" Wt: 17st Age: 452 mo Spent: 160
Unspent: -10

CHARACTER SHEET

ST 16* [45]	HP 16 [0]	Basic Speed 6 [10]
DX 12† [0]	Will 9 [0]	Basic Move 6 [0]
IQ 9 [-20]	Per 9 [0]	BL 51 lb (ST×ST)/5
HT 10 [0]	FP 12‡ [0]	Thr 1d+1 Sw 2d+2
TL 3 [0]	SM +1	

* Includes: +1 from 'ST Bonus from Birthsign: The Warrior'
† Includes: +2 from 'DX Bonus from Khajiit'
‡ Includes: +2 from 'Fatigue Points Bonus from Birthsign: The Warrior'

Vision 9	Taste/Smell 9	Death Check 10
Hearing 9	Fright Check 9	Broad Jump 3 yd
Touch 9	Consciousness 10	High Jump 2.17 ft

HP 5, 0, -16, -32, -48, -64, -80 **FP** 3, 0, -12

ENCUMBRANCE TABLE					
Name	« None »	Light	Med	Hvy	X-Hvy
Basic	51 lb	102 lb	153 lb	306 lb	510 lb
Ground	6 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	6 yd	4 yd	3 yd	2 yd	1 yd
Dodge	9	8	7	6	5

PARRY	PARRY	BLOCK	DODGE	DR
11	9	7	9	2*
Spear	DX	DX	None	Torso

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Conditional: +2 from 'Catburglary', +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -2 from 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation

TEMPLATES AND META-TRAITS

Name	Pts
Birthsign: The Warrior	[16]
Fatigue Points Bonus from Birthsign: The Warrior	[6]
ST Bonus from Birthsign: The Warrior	[10]
Race: Khajiit	[96]
Catburglary 2	[10]
DX Bonus from Khajiit	[40]
Catfall	[10]
Roll to halve damage from a fall: 12 (DX)	
Claws (Sharp Claws)	[5]
Flexibility	[5]
Night Vision 9	[9]
Perfect Balance	[15]
Teeth (Sharp Teeth)	[1]
Fur	[1]

ADVANTAGES

Name	Pts
Catburglary 2	[10]
Catfall	[10]
Roll to halve damage from a fall: 12 (DX)	
Claws (Sharp Claws)	[5]
DX Bonus from Khajiit	[40]
Fatigue Points Bonus from Birthsign: The Warrior	[6]
Flexibility	[5]
Night Vision 9	[9]
Perfect Balance	[15]
ST Bonus from Birthsign: The Warrior	[10]
Teeth (Sharp Teeth)	[1]

PERKS

Name	Pts
Fur	[1]

DISADVANTAGES

Name	Pts
Bad Temper (12 or less)	[-10]
Bloodlust (12 or less)	[-10]
Gluttony (12 or less)	[-5]
On the Edge (12 or less)	[-15]
Overconfidence (12 or less)	[-5]

SKILLS

Name	Level	Relative	Pts
Acrobatics	15*	DX+3	[4]
Brawling	14	DX+2	[4]
Parry: 10			
Climbing	18†	DX+6	[2]
Spear	16	DX+4	[16]
Parry: 11			
Tactics	11	IQ+2	[12]
Thrown Weapon (Spear)	18	DX+6	[20]

* Includes: +2 from 'Catburglary', +1 from 'Perfect Balance'
† Includes: +2 from 'Catburglary', +3 from 'Flexibility', +1 from 'Perfect Balance'

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[35]
Advantages, Perks	[112]
Disadvantages, Quirks	[-45]
Skills, Techniques	[58]
Total Points Spent:	160
Unspent Points:	-10

DESCRIPTION

The Cathay-Raht, born when both moons are waxing, are tall bipedal Khajiit, with fur spotted like a jaguar. Their size and strength tends to make them excellent warriors.

Shavir was born in the southern jungles, the largest of his litter. The Mane, leader of all the Khajiit, was passing through his village when he was coming of age, and the Warrior Guard spotted his natural talent and recruited him. Now known as Do'Shavir (Shavir the Warrior), he specialised with the spear; he can put his great strength behind it and often kill his enemies in one strike. He gives no quarter, and takes no prisoners.

Do'Shavir has defended the Mane from dozens of attacks since those early days, and would gladly lay down his life for his leader. Now, though, he has been asked by the Mane himself to wander the countryside, and protect Elsweyr from the Empire, a far greater threat than the attacks of rival Khajiit.

For formal occasions, Do'Shavir wears a neat, clean, bright red tunic. In a fight, however, he wears just one set of blood-stained clothes; he makes a point never to wash his foes' blood out of them. His fur is covered with the sharp contrast of orange fur and black spots common of the Cathay.

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Brawling: Punch	14	10	1d+1 cut	C,1	-	-	
Brawling: Bite	14	-	1d+1 cut	C,1	-	-	
Brawling: Kick	12	-	1d+2 cut	C,1	-	-	
Heavy Spear	16	11U	1d+5 imp	2,3*	11†	4	[15]
Spear: 1H	16	11	1d+3 imp	1*	10	4	[1]
Spear: 2H	16	11	1d+4 imp	1, 2*	9†	4	two hands

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
Spear	18	1d+4 imp	2	16 yd / 24 yd	1	T(1)	9	-6	-	4	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Heavy Spear Description: TL:1 LC:4 Damage:thr+4 imp Reach:2,3* Parry:0U ST:11† Skill:Spear Notes:[15], [15] Broad, edged head gives +1 to Tip Slash (p. 113) damage.	90	6 lb
1	Leather Armor Suit 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 separately, or account for its DR and weight. Location: full suit, skull	340	19.5 lb
5	Spear Description: TL:0 LC:4, [Dam:thr+2 imp Reach:1* Parry:0 ST:10 Skill:Spear, DX-5, Polearm-4, Staff-2 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:thr+3 imp Reach:1, 2* Parry:0 ST:9 Skill:Spear, DX-5, Polearm-4, Staff-2 Notes: two hands],[Dam:thr+3 imp ACC:2 Range:ST*1/ST*1.5 ROF:1 Shots:T(1) ST:9 Bulk:-6 Rcl:- Skill:Thrown Weapon (Spear), DX-4, Spear Thrower-4, Thrown Weapon (Harpoon)-2]	200	20 lb