



CHARACTER SHEET

Name **Major Brian Kingsthorpe**

Player **Phil Masters**

Point Total **225**

Ht **5'10"** Wt **154 lbs.**

Size Modifier **0** Age **45**

Unspent Points **0**

Appearance **A nondescript middle-aged man with a very military moustache and wire-framed spectacles.**

ST	10	[0]	HP	10	<small>CURRENT</small>	[0]
DX	11	[20]	Will	14		[0]
IQ	14	[80]	Per	13		[-5]
HT	11	[10]	FP	11	<small>CURRENT</small>	[0]



BASIC LIFT **20** DAMAGE Thr **1d-2** Sw **1d**
 BASIC SPEED **5.25** [**-5**] BASIC MOVE **5** [**0**]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 5	Dodge 8
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 4

Perception & Will			
Vision	13	Hearing	13
Taste/Smell	13	Touch	13
Fright Check	15		

Movement			
Mode	Base	Enhanced	Cost
Ground Move	5	NA	[0]
Water Move	1	NA	[0]

PARRY	8	Reaction Modifiers Appearance: Status: +1; <i>Includes:</i> +1 from 'Status' Other: +0 <small>Conditional: -1 from 'Reputation' (As "a blundering dabbler with the soul of a suburban bank manager"); +2 from 'Reputation' (Useful if eccentric freelancer, in Fleet Street); +1 from 'Reputation' (Moderately knowledgeable if staid scholar, in the anglophone occult community)'</small>
BLOCK	0	

DAMAGE RESISTANCES							
Loc.	DR	HP	Notes	Loc.	DR	HP	Notes
Eyes	0	1	_____	Groin	0	--	_____
Neck	0	--	_____	Arms	0	5	_____
Skull	2	--	_____	Hands	0	3	_____
Face	0	--	_____	Legs	0	5	_____
Torso	0	10	_____	Feet	0	3	_____

NOTES

Born the son of a bank manager in Watford, Brian Kingsthorpe was training as a civil engineer when WWI started, and despite an initial rush of patriotism, he was convinced by his father to complete his studies, on the grounds that the army would need engineers. When he eventually signed up on the completion of his training, the recruiters showed a rare flash of good sense and directed him towards the Royal Engineers; by then, trench warfare was established enough as the norm that they could indeed see the usefulness of this particular young expert. They soon reverted to type, though, eventually placing him in charge of a Chinese labour battalion in Finisterre.

When the war was over, Kingsthorpe remained in the army; the structured, orderly life agreed with him. He received a staff posting, and came into contact with J F C Fuller, who used him and his knowledge of defensive systems as a sounding-board in developing his own ideas. Eventually, though, frustrated at the limited respect granted his "mentor", Kingsthorpe drifted out of the regulars - although he retained a commission in the Territorials, where he earned further promotions - and gravitated to London, where he lived on his modest ability as a writer on military and engineering matters, topped up by an army pension.

At rather a loose end, Kingsthorpe was for a long time politely dismissive of Fuller's enthusiasm for the occult, but eventually started reading up on the subject out of casual curiosity and a jobbing writer's interest in new topics. Passing interest turned to obsessive enthusiasm, though, as he attempted to order and organise the ideas which he found. He was much less enamoured of many of the people he encountered in the field, and Fuller's association with "that decadent" Alistair Crowley led to something of a distancing between the two military men - though never an actual rift. Hence, very few people in the field are really aware just how well Kingsthorpe's disciplined, orderly approach and natural flair have served him in the mastering of truly practical ritual magic. His praxis is distinctly "Western"; he doesn't share Fuller's interest in yoga.

The coming of WWII has led to the reactivation of Kingsthorpe's commission, to his secret pleasure; he really feels most at home in uniform. That someone has again noticed where his personal training could be most useful, and directed him into appropriate service, is *interesting*, though he is not yet sure how he feels about this assignment.

TL: 7	[0]
Cultural Familiarities	
Western (Native)	[0]

Languages	Spoken	Written	Cost
English (Native Language)	(Native)	(Native)	[0]
Ancient Hebrew	(Accented)	(Accented)	[2]
Classical Greek	(Accented)	(Accented)	[2]
French	(Accented)	(Accented)	[2]
German	(Accented)	(Accented)	[2]
Scholastic Latin	(Accented)	(Native)	[3]

SKILLS

Name	Level	Rel. Level	Cost
Administration	14	IQ+0	[2]
Anthropology (Human)	12	IQ-2	[1]
Artillery/TL6 (Cannon)	13	IQ-1	[1]
Boxing	10	DX-1	[1]

Parry: 8

SKILLS, Continued

Name	Level	Rel. Level	Cost
Camouflage	14	IQ+0	[1]
Connoisseur (Literature)	13	IQ-1	[1]
Driving/TL6 (Automobile)	10	DX-1	[1]
Engineer/TL6 (Civil)	13	IQ-1	[2]
Engineer/TL6 (Combat)	14	IQ+0	[4]
Expert Skill (Egyptology)	12	IQ-2	[1]
First Aid/TL6 (Human)	14	IQ+0	[1]
Fortune-Telling (Tarot)	13	IQ-1	[1]
Forward Observer/TL6	13	IQ-1	[1]
Guns/TL6 (Pistol)	13	DX+2	[4]
Guns/TL6 (Rifle)	12	DX+1	[1]
Hidden Lore (Spirit Lore)	13	IQ-1	[1]
Knife	11	DX+0	[1]
Parry: 7			
Leadership	13	IQ-1	[1]
Mathematics/TL6 (Applied)	12	IQ-2	[1]
Navigation/TL6 (Land)	13	IQ-1	[1]
Occultism	15	IQ+1	[4]
Philosophy (Classical)	12	IQ-2	[1]
Research/TL7	14	IQ+0	[2]
Riding (Equines)	10	DX-1	[1]
Ritual Magic (Western Hermetic)	20	IQ+6	[32]
Savoir-Faire (Military)	15	IQ+1	[2]
Soldier/TL6	14	IQ+0	[2]
Spear	10	DX-1	[1]
Parry: 8			
Strategy (Land)	12	IQ-2	[1]
Symbol Drawing (Western Hermetic)	16	IQ+2	[0]
Tactics	13	IQ-1	[2]
The Path of Cunning	14	IQ+0	[0]
The Path of Dreams	14	IQ+0	[0]
The Path of Form	14	IQ+0	[0]
The Path of Gadgets	14	IQ+0	[0]
The Path of Health	14	IQ+0	[0]
The Path of Knowledge	14	IQ+0	[0]
The Path of Luck	14	IQ+0	[0]
The Path of Protection	14	IQ+0	[0]
The Path of Spirit	16	IQ+2	[8]
Writing	13	IQ-1	[1]

TECHNIQUES

Name	Level	Rel. Level	Cost
Astral Projection (The Path of Spirit)	11	def+0	[0]
Aura Reading (The Path of Knowledge)	14	def+0	[0]
Banish (The Path of Spirit)	12	def+0	[0]
Bind (The Path of Spirit)	15	def+2	[3]
Chaperone (The Path of Luck)	11	def+0	[0]
Charm Against Dark Beasts (The Path of Protection)	8	def+0	[0]
Cleansing (The Path of Protection)	10	def+0	[0]
Cloud Memory (The Path of Cunning)	7	def+0	[0]
Curse Mirror (The Path of Protection)	11	def+0	[0]
Curse Sanctum (The Path of Protection)	14	def+0	[0]
Dispel Ritual (The Path of Protection)	8	def+0	[0]
Doom (The Path of Luck)	6	def+0	[0]
Dose (The Path of Health)	14	def+0	[0]
Dream Sanctum (The Path of Dreams)	11	def+0	[0]
Dream Shackles (The Path of Dreams)	6	def+0	[0]
Dream Visitor (The Path of Dreams)	12	def+0	[0]
Dreamwalk (The Path of Dreams)	14	def+0	[0]
Embody (The Path of Spirit)	11	def+0	[0]
Empower (The Path of Spirit)	12	def+0	[0]
Endure Elements (The Path of Protection)	14	def+0	[0]
Evil Eye (The Path of Health)	7	def+0	[0]
Exorcise (The Path of Spirit)	14	def+0	[0]
Fertility (The Path of Health)	12	def+0	[0]
Fetish (The Path of Spirit)	8	def+0	[0]
Fix Glitch (The Path of Gadgets)	12	def+0	[0]
Fuel (The Path of Gadgets)	10	def+0	[0]
Gambler's Token (The Path of Luck)	14	def+0	[0]
Gentle Beast (The Path of Form)	8	def+0	[0]
Ghost Shirt (The Path of Protection)	7	def+0	[0]
Ghost Sword (The Path of Spirit)	13	def+0	[0]
Great Gas Mileage (The Path of Gadgets)	14	def+0	[0]
Grenlins (The Path of Gadgets)	11	def+0	[0]

TECHNIQUES, Continued			
Name	Level	Rel. Level	Cost
Guise (The Path of Cunning)	13	def+0	[0]
Hallucination (The Path of Cunning)	8	def+0	[0]
Hand of Glory (The Path of Cunning)	7	def+0	[0]
Hasten Mount (The Path of Health)	9	def+0	[0]
History (The Path of Knowledge)	10	def+0	[0]
Hunter's Blessing (The Path of Luck)	10	def+0	[0]
Journeyman's Blessing (The Path of Luck)	11	def+0	[0]
Journeyman's Curse (The Path of Luck)	11	def+0	[0]
Know Fault (The Path of Gadgets)	13	def+0	[0]
Lay to Rest (The Path of Spirit)	16	def+0	[0]
Liar's Charm (The Path of Cunning)	14	def+0	[0]
Locate (The Path of Knowledge)	9	def+0	[0]
Locate Spares (The Path of Gadgets)	10	def+0	[0]
Love Charm (The Path of Luck)	11	def+0	[0]
Loyal Item (The Path of Luck)	10	def+0	[0]
Lust (The Path of Cunning)	10	def+0	[0]
Machines Hate You (The Path of Gadgets)	9	def+0	[0]
Malaise (The Path of Health)	9	def+0	[0]
Mist (The Path of Cunning)	10	def+0	[0]
Night Terrors (The Path of Dreams)	9	def+0	[0]
Obscurity (The Path of Cunning)	9	def+0	[0]
Perfect Control (The Path of Gadgets)	12	def+0	[0]
Read Memories (The Path of Knowledge)	7	def+0	[0]
Read the Manual (The Path of Gadgets)	12	def+0	[0]
Read Thoughts (The Path of Knowledge)	7	def+0	[0]
Repair (The Path of Gadgets)	9	def+0	[0]
Reversion of Form (The Path of Form)	9	def+0	[0]
Scry (The Path of Knowledge)	8	def+0	[0]
See the True Face (The Path of Form)	13	def+0	[0]
Slumber (The Path of Dreams)	12	def+0	[0]
Smooth Ride (The Path of Gadgets)	12	def+0	[0]
Soothe (The Path of Health)	14	def+0	[0]
Speak With Beasts (The Path of Form)	10	def+0	[0]
Spirit Slave (The Path of Spirit)	10	def+0	[0]
Spirit Trap (The Path of Spirit)	12	def+0	[0]
Sterility (The Path of Health)	13	def+0	[0]
Stroke of Luck (The Path of Luck)	13	def+0	[0]
Succor (The Path of Health)	10	def+0	[0]
Suggestion (The Path of Cunning)	8	def+0	[0]
Summon (The Path of Spirit)	16	def+0	[0]
Supercharge (The Path of Gadgets)	11	def+0	[0]
Tirelessness (The Path of Health)	9	def+0	[0]
Unlimited Ammo (The Path of Gadgets)	10	def+0	[0]
Veil (The Path of Knowledge)	11	def+0	[0]
Vision of Luck (The Path of Knowledge)	11	def+0	[0]
Vitality (The Path of Health)	11	def+0	[0]
Ward (The Path of Protection)	10	def+0	[0]
Warrior's Blessing (The Path of Health)	8	def+0	[0]
Weapon Blessing (The Path of Luck)	8	def+0	[0]
Windfall (The Path of Luck)	12	def+0	[0]

ADVANTAGES	
Contact (<i>JFC Fuller: Expert (Military Science)</i>) (Effective Skill 18) (Usually Reliable; 12 or less) [12]	
Fearlessness 1 [2]	
Fit [5]	
Language Talent [10]	
Magery (<i>Path/Book</i>) 1 [10]	
Magery (<i>Path/Book, extra from Focus</i>) 2 (Gadget/Breakable: DR 4 (Reinforced Wood); Gadget/Unique; Gadget/Can Be Stolen: Thief must win a Quick Contest of ST (Won't Work for Thief); Gadget/Breakable: Size -3) [6]	
Magery 0 (<i>Path/Book</i>) [5]	
Magic Resistance 2 (Improved; Gadget/Breakable: Size -3; Gadget/Breakable: DR 4 (Reinforced Wood); Gadget/Can Be Stolen: Thief must win a Quick Contest of ST (Won't Work for Thief); Gadget/Unique) [8]	
Military Rank (<i>Major, Royal Engineers</i>) 4 [20]	
Reputation (<i>Moderately knowledgeable if staid scholar, in the anglophone occult community</i>) 1 (Large class; 10 or less) [1]	
Reputation (<i>Useful if eccentric freelancer, in Fleet Street</i>) 2 (Large class; 7 or less) [1]	
Status 1 [0]	
Includes: +1 from 'Military Rank (Major, Royal Engineers)'	

DISADVANTAGES	
Bad Sight (<i>Nearsighted</i>) (Glasses) [-10]	
Code of Honor (<i>Soldier's</i>) [-10]	

DISADVANTAGES, Continued	
Duty (<i>Secret Wartime Service</i>) (15 or less (almost always)) (Extremely Hazardous) [-20]	
Reputation (<i>As "a blundering dabbler with the soul of a suburban bank manager"</i>) -1 (All the time; Small class) [-2]	
Truthfulness (15 or less) [-2]	
Vow (<i>Vegetarianism</i>) (Minor) [-5]	

QUIRKS	
Firmly dismisses Crowley as a decadent oaf, and says more quietly that Fuller is a fool for listening to him so much (<i>and would say that being an anti-Semitic Hermetic scholar is pretty ludicrous</i>) [-1]	
Highly formal with strangers [-1]	
Non-smoker, and regards tobacco as an addictive drug for the weak [-1]	
Uncomfortable in civies; -1 to all social skills when not wearing some kind of military uniform [-1]	
Wants to treat magic as a formal science, but is nervous about where the power actually derives from (<i>Refers to rituals as "procedures"</i>) [-1]	

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
-16	1000 yd

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

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

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POINTS SUMMARY	
Attributes/Secondary Characteristics [100]	
Advantages/Perks/TL/Languages/Cultural Fam. [91]	
Disadvantages/Quirks [-54]	
Skills/Techniques [88]	
Other []	
Point Total [225]	

ARMOR & POSSESSIONS				
Qty	Item	Location	Cost	Weight
1	Backpack, Small (TL:1 Notes: Holds 40 lbs. of gear.)		60	3
1	Boots (TL:2 LC:-- DR:2* Locations: feet Notes: [1] Concealable as or under clothing.)	feet	80	3
1	Ordinary Clothes (One complete outfit, ranging in quality from castoff rags to designer fashions, depending on Status. At minimum: undergarments, plus a tunic, blouse, or shirt with hose, skirt, or trousers - or a long tunic, robe or dress - and suitable footwear. 20% of cost of living; 2lbs.)		0	2
1	Personal Basics (TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.)		5	1
2	SMLE Rifle (Ammunition)		12	1.2
2	Webley .455 (Ammunition)		9.6	.6

MELEE WEAPONS										
Qty	Weapon	Skill	Damage	Reach	Pry/Blk	ST	Notes	Cost	Weight	
	Bite	11	1d-3 cr	C	No	--				
	Boxing	10	1d-3 cr	C	8	--				
1	Fixed Bayonet (on SMLE rifle)	10	1d+1 imp	1,2*	8	9†		0	0	
	Kick	9	1d-2 cr	C,1	No	--				
1	Sword Bayonet (used as Large Knife)							40	1.3	
	swing	11	1d-2 cut	C,1	7	6				
	thrust	11	1d-2 imp	C	7	6				

RANGED WEAPONS														
Qty	Weapon	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes	Cost	Weight
1	SMLE Mk III (.303)	12	6d+2 pi	5	550 / 3050	1	10(3)	10†	-5	3	3		700	9.2
1	Webley Mk VI (.455 Webley)	13	2d-1 pi+	2	140 / 1500	3	6(3i)	10	-2	3	3		300	2.7