

Name The Reverend Jim

Player

Point Total 50

Ht 5'9"

Wt 170 lbs.

Size Modifier 0 Age 33

Unspent Points 0

Notes A very openly devoted priest of the god of wine and small things on sticks, who is permitted to call the pub's snug bar a shrine.

|    |    |        |      |    |         |       |                                    |                              |                        |          |       |
|----|----|--------|------|----|---------|-------|------------------------------------|------------------------------|------------------------|----------|-------|
| ST | 10 | [ 0 ]  | HP   | 10 | CURRENT | [ 0 ] | MP                                 | CURRENT                      |                        | Magery:  | [ ]   |
|    |    |        |      |    |         |       |                                    |                              | Staff:                 | [ ]      |       |
| DX | 10 | [ 0 ]  | Will | 11 |         | [ 0 ] | Languages                          | Spoken                       |                        | Written  |       |
|    |    |        |      |    |         |       |                                    | Morporkian (Native Language) | (Native)               | (Native) | [ 0 ] |
| IQ | 11 | [ 20 ] | Per  | 11 |         | [ 0 ] | DR                                 | TL: 4 [ 0 ]                  |                        |          |       |
|    |    |        |      |    |         |       |                                    | 0                            | Cultural Familiarities |          |       |
| HT | 11 | [ 10 ] | FP   | 11 | CURRENT | [ 0 ] | Sto Plains/Uberwald (Native) [ 0 ] |                              |                        |          |       |
|    |    |        |      |    |         |       |                                    | Reaction Modifiers           |                        |          |       |

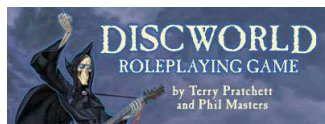
BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d  
BASIC SPEED 5.25 [ 0 ] BASIC MOVE 5 [ 0 ]

| 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 |

| ADVANTAGES AND PERKS |        |
|----------------------|--------|
| Clerical Investment  | [ 5 ]  |
| True Faith           | [ 15 ] |

| DISADVANTAGES AND QUIRKS                                   |         |
|--|---------|
| Duty (To Cult of Bibulous) (9 or less (fairly often))      | [ -5 ]  |
| Easy to Read   | [ -10 ] |
| Pacifism (Cannot Harm Innocents)                           | [ -10 ] |
| Horrible Hangovers   | [ -1 ]  |
| Regards hangovers as a sacrificial proof of his dedication | [ -1 ]  |

| SKILLS                              |       |                |
|-------------------------------------|-------|----------------|
| Name                                | Level | Relative Level |
| Administration                      | 11    | IQ+0 [ 2 ]     |
| Area Knowledge (Pseudopolis)        | 11    | IQ+0 [ 1 ]     |
| Carousing                           | 12    | HT+1 [ 2 ]     |
| Intimidation                        | 10    | Will-1 [ 1 ]   |
| Psychology (Human)                  | 9     | IQ-2 [ 1 ]     |
| Public Speaking                     | 11    | IQ+0 [ 2 ]     |
| Religious Ritual (Cult of Bibulous) | 12    | IQ+1 [ 8 ]     |
| Sacred Texts                        | 10    | IQ-1 [ 1 ]     |
| Staff                               | 9     | DX-1 [ 1 ]     |
| Parry: 9                            |       |                |
| Theology (Cult of Bibulous)         | 12    | IQ+1 [ 8 ]     |



The Reverend Jim

**HAND WEAPONS**

| Qty | Weapon       | Damage  | Reach | Lvl(Pry) | ST     | Notes | Cost | Weight |
|-----|--------------|---------|-------|----------|--------|-------|------|--------|
|     | Bite         | 1d-3 cr | C     | 10       | (No)   |       |      |        |
|     | Kick         | 1d-2 cr | C,1   | 8        | (No)   |       |      |        |
|     | Punch        | 1d-3 cr | C     | 10       | (8)    |       |      |        |
| 1   | Quarterstaff |         |       |          |        |       | .5   | 4      |
|     | Staff swing  | 1d+2 cr | 1,2   | 9        | (9) 7† |       |      |        |
|     | Staff thrust | 1d cr   | 1,2   | 9        | (9) 7† |       |      |        |

**RANGED WEAPONS**

| Qty | Weapon | Damage | Acc | Range | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | No | Cost | Weight |
|-----|--------|--------|-----|-------|-----|-------|-----|----|------|-----|----|----|------|--------|
|     |        |        |     |       |     |       |     |    |      |     |    |    |      |        |

**SPEED/RANGE TABLE**

For complete table, see p. 550.

| Speed/<br>Range<br>Modifier | Linear<br>Measurement<br>(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.*

This sheet printed from GURPS Character Assistant.

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**ARMOR & POSSESSIONS**

| Qty | Item                                     | Location | Cost | Weight |
|-----|--|----------|------|--------|
| 1   | Imp Watch                                |          | 2.5  | .25    |
| 1   | Ordinary Clothes (Status +0)             |          | 6    | 2      |
| 1   | Religious Symbol, Silver                 |          | 15   | .25    |
| 1   | Wine or Liquor ("per bottle, Status +0") |          | .3   | 2      |

**APPEARANCE****POINTS SUMMARY**

|  |   |     |   |
|--|---|-----|---|
| Attributes/Secondary Characteristics                   | [ | 30  | ] |
| Advantages/Perks/TL/Languages/<br>Cultural Familiarity | [ | 20  | ] |
| Disadvantages/Quirks                                   | [ | -27 | ] |
| Skills/Standardised Spells                             | [ | 27  | ] |
| Other  | [ |     | ] |