

Name Professor Armistead

Player

Point Total 125

Ht 5'6"

Wt 180 lbs.

Size Modifier 0 Age 30

Unspent Points 0

Notes *The Professor of Goblinology is torn between laziness and curiosity. A new field with very few other specialists looks like a good compromise.*

ST	9	[-10]	HP	9	CURRENT		[0]	MP	5	CURRENT		Magery (Wizardry) 2 [20] Staff: []
										Staff: 15		
DX	10	[0]	Will	14			[5]	<div>Languages<div>Spoken</div><div>Written</div></div> <div>Dwarfish (Semi-Lite [1])</div> <div>Goblin (Semi-Lite [1])</div> <div>Morporkian (Native (Native) (Native) [0])</div> <div>Language)</div>				
IQ	13	[60]	Per	14			[5]					
HT	11	[10]	FP	11	CURRENT		[0]	DR	TL: 4 [0]			
										Cultural Familiarities		
								0	Sto Plains/Uberwald (Native) [0]			

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 5.25 [0] BASIC MOVE 5 [0]

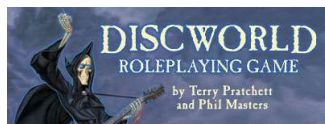
ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	16	BM x 1	5	Dodge	8
Light (1) = 2 x BL	32	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	48	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	96	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	160	BM x 0.2	1	Dodge - 4	4

ADVANTAGES AND PERKS		
Magery 0 (Wizardry)	[5]	
Status (+1)	[5]	
Wealth (Comfortable)	[10]	

DISADVANTAGES AND QUIRKS		
Clueless	[-10]	
Curious (12 or less)	[-5]	
Laziness	[-10]	
Obsession (Get in on the ground floor with Goblinology) (Short-Term Goal) (12 or less)	[-5]	
Overweight	[-1]	

Reaction Modifiers		
PARRY	8	
DX		
BLOCK	6	
DX		

SKILLS		
Name	Level	Relative Level
Alchemy/TL4	11	IQ-2 [2]
Hidden Lore (Goblin Secrets)	12	IQ-1 [1]
Intimidation	15	Will+1 [4]
Magery (Wizardry)	15	IQ+2 [8]
Includes: +2 from 'Magery (Wizardry)'		
Magical Form (Necromancy)	15	IQ+2 [8]
Includes: +2 from 'Magery (Wizardry)'		
Magical Form (Physiomancy)	15	IQ+2 [8]
Includes: +2 from 'Magery (Wizardry)'		
Naturalist (Disc)	13	IQ+0 [4]
Occultism	12	IQ-1 [1]
Research/TL4	13	IQ+0 [2]
Riding (Equines)	9	DX-1 [1]
Shouting at Foreigners	13	IQ+0 [1]
Thaumatology	14	IQ+1 [4]
Includes: +2 from 'Magery (Wizardry)'		



Professor Armistead

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						10	4
	Staff swing	1d+1 cr	1,2	5	(7) 7†			
	Staff thrust	1d cr	1,2	5	(7) 7†			
	Sword swing	1d+1 cr	1,2	5	(5) 9†			
	Sword thrust	1d-1 cr	2	5	(5) 9†			

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/ 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
1	Ordinary Clothes		240	2
1	Pocket Watch		50	.5
1	Scribe's Kit		50	2

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[70]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[42]
Disadvantages/Quirks	[-31]
Skills/Standardised Spells	[44]
Other	[]