

Name Yarrok the Consultant

Player

Point Total 150

Ht 6'2"

Wt 180 lbs.

Size Modifier 0 Age 42

Unspent Points 0

Notes A hublander warrior with the smarts to realise recently that selling *advice* on violence is safer than *being* violent.

ST	13	[ 30 ]	HP	13	[ 0 ]	MP			Magery:	[ ]
							Staff:	[ ]		
DX	13	[ 60 ]	Will	11	[ 0 ]	Languages	Spoken		Written	
							Hublander (Native Speaker)	(Native)	(Illiterate)	[ -3 ]
IQ	11	[ 20 ]	Per	11	[ 0 ]	Morporkian	(Native)	(Literate)	[ 5 ]	
HT	12	[ 20 ]	FP	12	[ 0 ]	DR	TL: 4		[ 0 ]	
							2	Cultural Familiarities		
						PARRY	Reaction Modifiers			
							11	Appearance:		
						Broadsword	Status: +0			
						BLOCK	Other: +0			
						11	Conditional: +2 from 'Sense of Duty (Companions)'			
						Shield (Shield)	when in dangerous situations if Sense of Duty is known			

BASIC LIFT 34 DAMAGE Thr 1d Sw 2d-1  
 BASIC SPEED 6 [ -5 ] BASIC MOVE 6 [ 0 ]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	34	BM x 1	6	Dodge	10
Light (1) = 2 x BL	68	BM x 0.8	4	Dodge - 1	9
Medium (2) = 3 x BL	102	BM x 0.6	3	Dodge - 2	8
Heavy (3) = 6 x BL	204	BM x 0.4	2	Dodge - 3	7
X-Heavy (4) = 10 x BL	340	BM x 0.2	1	Dodge - 4	6

## ADVANTAGES AND PERKS

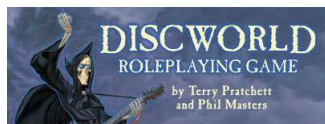
Acute Vision 1	[ 2 ]
Average Wealth, "Footloose" lifestyle (Carries everything he owns.)	[ 0 ]
Combat Reflexes	[ 15 ]
Fearlessness 1	[ 2 ]
Rapid Healing	[ 5 ]
Alcohol Tolerance (+2 HT for rolls related to drinking)	[ 1 ]

## DISADVANTAGES AND QUIRKS

Berserk (12 or less)	[ -10 ]
Compulsive Behavior (Barbarian Heroism) (9 or less)	[ -15 ]
Easy to Read	[ -10 ]
Sense of Duty (Companions) (Small Group)	[ -5 ]
Exclaims "By the Small Gods!" a lot	[ -1 ]
Openly bored with his own Compulsive Behaviour.	[ -1 ]
Prefers wine to beer	[ -1 ]

## SKILLS

Name	Level	Relative Level
Area Knowledge (The Disc)	11	IQ+0 [ 1 ]
Axe/Mace	14	DX+1 [ 4 ]
Broadsword	14	DX+1 [ 4 ]
Camouflage	11	IQ+0 [ 1 ]
Carousing	12	HT+0 [ 1 ]
Climbing	13	DX+0 [ 2 ]
Detect Lies	11	Per+0 [ 4 ]
Fast-Draw (Sword)	14	DX+1 [ 1 ]
Includes: +1 from 'Combat Reflexes'		
Naturalist (Disc)	9	IQ-2 [ 1 ]
Navigation/TL4 (Land)	11	IQ+0 [ 2 ]
Riding (Equines)	13	DX+0 [ 2 ]
Shield (Shield)	14	DX+1 [ 2 ]
Shouting at Foreigners	11	IQ+0 [ 1 ]
Spear	14	DX+1 [ 4 ]
Stealth	13	DX+0 [ 2 ]
Survival (Mountain)	12	Per+1 [ 4 ]
Weather Sense	12	IQ+1 [ 4 ]



Yarrok the Consultant

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
1	Axe						60	4
	1H	2d+1 cut	1	14 (11U)	11	[1]		
	Thrown	2d+1 cut	1	11 (9U)	10	[1]		
	Bite	1d-1 cr	C	13 (No)				
	Kick	1d cr	C,1	11 (No)				
	Punch	1d-1 cr	C	13 (10)				
1	Thrusting Broadsword						600	3
	Swing	2d cut	1	14 (11)	10			
	Thrust	1d+2 imp	1	14 (11)	10			

**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.

This sheet printed from GURPS Character Assistant.

This and other GURPS forms may also be downloaded at [www.sjgames.com/gurps/resources/](http://www.sjgames.com/gurps/resources/).

Copyright © 2013 Steve Jackson Games Incorporated. All rights reserved.

**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
1	Light Armour	all	350	20
1	Ordinary Clothes		120	2
1	Pouch		10	0
1	Spare Cash		980	0

**APPEARANCE****POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 125 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 28 ]
Disadvantages/Quirks	[ -43 ]
Skills/Standardised Spells	[ 40 ]
Other	[ ]