

Name Hargo "Miscellaneous" Drust Player
Ht 5'9" Wt 160 lbs. Size Modifier 0 Age 35

Point Total 50
Unspent Points 0

Notes A moderately successful wandering pedlar who uses his tastes for travel and big well-spiced meals to keep his mind off the booze that he's foresworn.

ST	10	[0]	HP	11	CURRENT	[2]	MP	CURRENT			Magery:	[]
										Staff:	[]	
DX	10	[0]	Will	11		[0]	Languages	Spoken				
								Morporkian (Native Language)	(Native)	(Native)	[0]	
IQ	11	[20]	Per	12		[5]	Written					
HT	10	[0]	FP	10	CURRENT	[0]	DR	TL: 4				
								0	Cultural Familiarities			
							PARRY	Sto Plains/Uberwald (Native)				
								BLOCK				

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

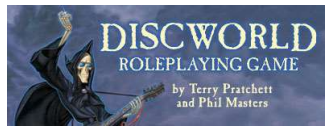
ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	20	BM x 1	5	Dodge	8
Light (1) = 2 x BL	40	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	60	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	120	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	200	BM x 0.2	1	Dodge - 4	4

ADVANTAGES AND PERKS	
Absolute Direction	[5]
Charisma 2	[10]
Lightning Calculator	[2]
Honest Face	[1]

DISADVANTAGES AND QUIRKS	
Gluttony (12 or less)	[-5]
Pacifism (Reluctant Killer)	[-5]
Squeamish (12 or less)	[-10]
Autocondimentor	[-1]
Former Alcoholic	[-1]
Likes Travel	[-1]

Reaction Modifiers	
Appearance:	
Status: +0	
Other: +2; Includes: +2 from 'Charisma'	
Conditional: -1 from 'Gluttony' when when gluttony is observed in action	

SKILLS		
Name	Level	Relative Level
Area Knowledge (Trade Roads)	12	IQ+1 [2]
Body Language	12	Per+0 [2]
Fast-Talk	12	IQ+1 [4]
Conditional: +2 from 'Charisma' when making Influence rolls		
First Aid/TL4 (Human)	11	IQ+0 [1]
Conditional: +1 from 'First Aid Kit'		
Merchant	14	IQ+3 [12]
Public Speaking	13	IQ+2 [2]
Includes: +2 from 'Charisma'		
Riding (Equines)	10	DX+0 [2]
Shortsword	10	DX+0 [2]
Parry: 8		
Streetwise	10	IQ-1 [1]
Conditional: +2 from 'Charisma' when making Influence rolls		



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	10 (No)				
1	Boots	1d-1 cr	C,1	8 (No)			4	3
	Kick	1d-2 cr	C,1	8 (No)				
	Punch	1d-3 cr	C	10 (8)				
1	Shortsword						20	2
	Swing	1d cut	1	10 (8)	8			
	Thrust	1d-1 imp	1	10 (8)	8			
1	Small Knife						1.5	.5
	Swing	1d-3 cut	C,1	6 (5)	5			
	Thrust	1d-3 imp	C	6 (5)	5	[1]		

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Small Knife	1d-3 imp	0	0 / 0	1	T(1)	6	5	-1				1.5	.5

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	Backpack, Small		6.15	8
1	First Aid Kit		2.5	2
1	Ordinary Clothes (Free to starting character)		0	2
1	Personal Basics		.25	1
1	Pouch		66.5	0
1	Spare Cash		66	0
4	Traveller's Rations		.4	2

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[27]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[18]
Disadvantages/Quirks	[-23]
Skills/Standardised Spells	[28]
Other	[]