

Name Gorfa Klej, Priest of P'tang P'tang Player  
Ht 6'2" Wt 135 lbs. Size Modifier 0 Age 29

Point Total 100  
Unspent Points 0

Notes A devotee of the little-known newt god P'tang P'tang who has come to Ankh-Morpork to minister to other believers.

<b>ST</b>	11	[ 10 ]	<b>HP</b>	13	[ 4 ]	<b>MP</b>	[ ]	[ ]	<b>Magery:</b>	[ ]
									<b>Staff:</b>	[ ]
<b>DX</b>	10	[ 0 ]	<b>Will</b>	12	[ 5 ]					
<b>IQ</b>	11	[ 20 ]	<b>Per</b>	13	[ 10 ]					
<b>HT</b>	12	[ 20 ]	<b>FP</b>	12	[ 0 ]					

BASIC LIFT	24	DAMAGE Thr 1d-1	Sw 1d+1
BASIC SPEED	5.5 [ 0 ]	BASIC MOVE	5 [ 0 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <b>24</b>	BM x 1 <b>5</b>	Dodge <b>8</b>
Light (1) = 2 x BL <b>48</b>	BM x 0.8 <b>4</b>	Dodge - 1 <b>7</b>
Medium (2) = 3 x BL <b>72</b>	BM x 0.6 <b>3</b>	Dodge - 2 <b>6</b>
Heavy (3) = 6 x BL <b>144</b>	BM x 0.4 <b>2</b>	Dodge - 3 <b>5</b>
X-Heavy (4) = 10 x BL <b>240</b>	BM x 0.2 <b>1</b>	Dodge - 4 <b>4</b>

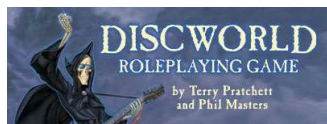
ADVANTAGES AND PERKS	
Absolute Direction	[ 5 ]
Clerical Investment	[ 5 ]
Flexibility	[ 5 ]
Heat Resistance 1	[ 1 ]
Outdoorsman 1	[ 10 ]
Rapid Healing	[ 5 ]
True Faith	[ 15 ]
DISADVANTAGES AND QUIRKS	
Duty (To the Faith) (9 or less (fairly often))	[ -5 ]
Literal-Minded	[ -10 ]
Status -1	[ -5 ]
Truthfulness (6 or less)	[ -10 ]
Vow (Own no more than you can carry) (Major)	[ -10 ]
Wealth (Struggling)	[ -10 ]
Broad-Minded	[ -1 ]
Horrible Hangovers	[ -1 ]
Regards all other deities as servants of P'tang P'tang	[ -1 ]

LANGUAGES		
Spoken	Written	
Morporkian (Accented)		[ 2 ]
Tongue of the People of P'tang P'tang (Native Speaker)	(Illiterate)	[ -3 ]
<b>DR</b> 0 <b>TL:</b> 1 [ -15 ] <b>Cultural Familiarities</b> People of P'tang P'tang (Native) [ 0 ] Sto Plains/Uberwald [ 1 ]		
<b>PARRY</b> 8 (Spear) 10 (Staff)		
<b>BLOCK</b> 6 DX		
REACTION MODIFIERS		
<b>Appearance:</b> <b>Status:</b> -1; <i>Includes:</i> -1 from 'Status' <b>Other:</b> +0 Conditional: +1 from 'Clerical Investment', +1 from 'Outdoorsman', -1 from 'Literal-Minded' when the problem becomes evident, -2 from 'Literal-Minded' when the problem becomes evident to poets or wits		

SKILLS		
Name	Level	Relative Level
Area Knowledge (Lands of P'tang P'tang)	12	IQ+1 [ 2 ]
Brawling	10	DX+0 [ 1 ]
Parry: 8		
Camouflage	13	IQ+2 [ 1 ]
Includes: +1 from 'Outdoorsman'		
First Aid/TL1 (Human)	11	IQ+0 [ 1 ]
Fishing	14	Per+1 [ 1 ]
Includes: +1 from 'Outdoorsman'		
Knife	10	DX+0 [ 1 ]
Parry: 7		
Naturalist (Discworld)	12	IQ+1 [ 4 ]
Includes: +1 from 'Outdoorsman'		
Navigation/TL1 (Land)	14	IQ+3 [ 1 ]
Includes: +1 from 'Outdoorsman', +3 from 'Absolute Direction'		
Psychology (Human)	10	IQ-1 [ 2 ]
Public Speaking	11	IQ+0 [ 2 ]
Religious Ritual (Rites of P'tang P'tang)	12	IQ+1 [ 8 ]
Shouting at Foreigners	11	IQ+0 [ 1 ]
Spear	10	DX+0 [ 2 ]
Parry: 8		
Staff	10	DX+0 [ 2 ]
Parry: 10		
Stealth	12	DX+2 [ 8 ]
Survival (Island/Beach)	14	Per+1 [ 2 ]
Includes: +1 from 'Outdoorsman'		
Survival (Swampland)	14	Per+1 [ 2 ]
Includes: +1 from 'Outdoorsman'		
Theology (Lore of P'tang P'tang)	12	IQ+1 [ 8 ]
Thrown Weapon (Spear)	10	DX+0 [ 1 ]
Tracking	14	Per+1 [ 2 ]
Includes: +1 from 'Outdoorsman'		
Weather Sense	10	IQ-1 [ 1 ]



Gorfa Klej, Priest of P'tang  
P'tang

## HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	<b>Brawling</b>						
	Punch	1d-2 cr	C	10 (8)			
	Bite	1d-2 cr	C	10 (No)			
	Kick	1d-1 cr	C,1	8 (No)			
1	Large Knife					40	1
	Swing	1d-1 cut	C,1	10 (7) 6			
	Thrust	1d-1 imp	C	10 (7) 6	[1]		
1	Quarterstaff					10	4
	Staff swing	1d+3 cr	1,2	10 (10) 7†			
	Staff thrust	1d+1 cr	1,2	10 (10) 7†			
	Sword swing	1d+3 cr	1,2	5 (5) 9†			
	Sword thrust	1d cr	2	5 (5) 9†			
1	Spear					40	4
	1H Thrust	1d+1 imp	1*	10 (8) 9	[1]		
	2H Thrust	1d+2 imp	1,2*	10 (8) 9†			

## RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Large Knife	1d-1 imp	0	9 / 17	1	T(1)	6	6	-2		4		40	1
1	Spear	1d+2 imp	2	11 / 17	1	T(1)	10	9	-3		4		40	4

## 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		60	3
1	Bandages		10	2
1	Blanket		20	4
1	Fishhooks & Line		50	0
1	Ordinary Clothes (free for starting characters)		0	2
1	Personal Basics		5	1
1	Religious Symbol (Wooden)		10	1

## APPEARANCE

A lanky, well-tanned fellow, usually in rather minimal garb, with an exotic accent

## POINTS SUMMARY

Attributes/Secondary Characteristics	[	69	]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	31	]
Disadvantages/Quirks	[	-53	]
Skills/Standardised Spells	[	53	]
Other	[		]

## DESCRIPTION

The People Who Know P'tang P'tang used to think that there weren't any other people, but then one day, some of those other people came along and met Fasta Benj, and then P'tang P'tang revealed himself to the great Fasta Benj and gave him some commandments, and it turned out that there was a whole world out there which the People might be able to trade stuff with.

So nowadays, a few of the People go off to bigger places, even the really big place called Ankh-Morpork, across the Big Sea. Which means that they really ought to have someone to help them talk to P'tang P'tang while they're there. Otherwise, they might get confused.

So the elders of the People got together, and picked you for the job. You swore not to get bogged down with possessions, so you could concentrate on working for P'tang P'tang, then took a boat along the coast, and then another boat across the Big Sea, and ended up in Ankh-Morpork. You met up with some of the People there, and took them through the Rites of P'tang P'tang, but it turned out that, well, what with some of them not trying hard enough and so forth, there was only so much for you to do.

So when the other god-people you met at the Temple of Small Gods (which is where the people who work for some of P'tang P'tang's lesser servants spend a lot of time) said that there were problems with some of P'tang P'tang's old servants getting things wrong or behaving badly, you had time to help. It helps you keep on good terms with those others, and gives you some trade-stuff so you've got somewhere to sleep and something to eat.

Which just leaves the problem of people saying stuff that isn't true. They keep doing that. It's very confusing.

## NOTES

A devotee of the little-known newt god P'tang P'tang who has come to Ankh-Morpork to minister to other believers.