

Name Hiram Frogge

Player

Point Total 125

Ht 5'8"

Wt 145 lbs.

Size Modifier 0 Age 27

Unspent Points 0

Notes A thoughtful, bespectacled figure in rugged leather engineer's garb.

<b>ST</b>	10	[ 0 ]	<b>HP</b>	10	CURRENT	[ 0 ]
<b>DX</b>	11	[ 20 ]	<b>Will</b>	12		[ -5 ]
<b>IQ</b>	13	[ 60 ]	<b>Per</b>	13		[ 0 ]
<b>HT</b>	10	[ 0 ]	<b>FP</b>	10	CURRENT	[ 0 ]

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
<b>Light (1) = 2 x BL 40</b>	<b>BM x 0.8 4</b>	<b>Dodge - 1 7</b>
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**

Contact (Dave the Hammer, Smith in Sto Lat - Gives [ 3 ]  
Blacksmith skill) (Effective Skill 18) (9 or less;  
Somewhat Reliable) [ 25 ]  
Gadeteer [ 2 ]  
Lightning Calculator [ 15 ]  
Serendipity 1 [ 5 ]  
Versatile [ 1 ]  
Crossbow Safety [ 1 ]  
Improvised Weapons (Axe/Mace) [ 1 ]

**DISADVANTAGES AND QUIRKS**

Bad Sight (Nearsighted) (Glasses) [ -10 ]  
Code of Honour (Professional) [ -5 ]  
Curious (12 or less) [ -5 ]  
Duty (Clacks Company Employment) (12 or less  
(quite often)) [ -10 ]  
Truthfulness (12 or less) [ -5 ]  
Alcohol Intolerance [ -1 ]  
Imaginative [ -1 ]

<b>MP</b>	CURRENT	Magery:	[ ]
		Staff:	[ ]

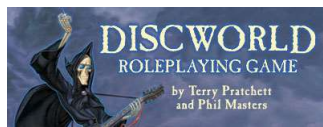
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [ 0 ]

<b>DR</b>	<b>TL: 4</b>	[ 0 ]
<b>1</b>	<b>Cultural Familiarities</b>	
	Sto Plains/Uberwald (Native)	[ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
8	<b>Appearance:</b>
Axe/Mace	<b>Status: +0</b>
<b>BLOCK</b>	<b>Other: +0</b>
6	Conditional: -1 from 'Curious' when excessive curiosity observed
<b>DX</b>	

**SKILLS**

Name	Level	Relative Level
Alchemy/TL4	10	IQ-3 [ 1 ]
Area Knowledge (Sto Plains)	13	IQ+0 [ 1 ]
Axe/Mace	11	DX+0 [ 2 ]
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Cartography	12	IQ-1 [ 1 ]
Crossbow	11	DX+0 [ 1 ]
Conditional: x2 from 'Bad Sight (Nearsighted)' when calculating range penalties		
Engineer/TL4 (Clacks)	12	IQ-1 [ 2 ]
Engineer/TL4 (Clockwork)	11	IQ-2 [ 1 ]
Engineer/TL4 (Low-Tech Machines)	11	IQ-2 [ 1 ]
Explosives/TL4 (Demolition)	12	IQ-1 [ 1 ]
First Aid/TL4 (Human)	13	IQ+0 [ 1 ]
Conditional: +1 from 'First Aid Kit'		
Lockpicking/TL4	12	IQ-1 [ 1 ]
Mathematics/TL4 (Applied)	11	IQ-2 [ 1 ]
Mechanic/TL4 (Animal-Drawn Vehicle)	12	IQ-1 [ 1 ]
Mechanic/TL4 (Clacks)	14	IQ+1 [ 4 ]
Mechanic/TL4 (Clockwork)	12	IQ-1 [ 1 ]
Mechanic/TL4 (Low-Tech Machines)	12	IQ-1 [ 1 ]
Navigation/TL4 (Land)	13	IQ+0 [ 2 ]
Observation	14	Per+1 [ 4 ]
Research/TL4	13	IQ+0 [ 2 ]
Scrounging	14	Per+1 [ 2 ]
Survival (Plains)	12	Per-1 [ 1 ]
Teamster (Equines)	12	IQ-1 [ 1 ]
Telegraphy/TL4	14	IQ+1 [ 2 ]



Hiram Frogge

**HAND WEAPONS**

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Bite	1d-3 cr	C	11 (No)				
1	Crowbar	1d+2 cr	1	11 (8U)	10	[1]	1	3
1	Dagger	1d-3 imp	C	7 (5)	5	[1]	1	.25
1	Hatchet (With Hammer Head on Back)						3.25	2.5
	swing	1d cut	1	11 (8)	8	[1]		
	backswing	1d cr	1	11 (8)	8			
	Kick	1d-2 cr	C,1	9 (No)				
	Punch	1d-3 cr	C	11 (8)				

**RANGED WEAPONS**

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Crowbar	1d+2 cr	1	10 / 15	1	T(1)	7	10	-3				1	3
1	Dagger	1d-3 imp	0	5 / 10	1	T(1)	7	5	-1				1	.25
1	Hatchet (With Hammer Head on Back)	1d cut	1	15 / 25	1	T(1)	7	8	-2		4		3.25	2.5
1	Pistol Crossbow (ST 10)	1d imp	1	150 / 200	1	1(4)	11	7	-4			[1]	7.5	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		3	3
3	Candle, Tallow		.75	3
1	Clockwork Pocket-Watch		2.5	.25
1	Coinage and banknotes		56	.5
7	Crossbow Bolt		.7	.42
2	Crossbow Bolt w/"Fire Cage" Point (Designed to deliver a burning rag to the target. -2 to hit, -1 Acc, range bands become 100/150, damage becomes pi-.)		.2	.12
2	Crossbow Bolt w/Bodkin Point (Converts damage to pi(2))		.2	.12
1	Crossbow Bolt w/Silver Tip		2	.06
1	First Aid Kit		2.5	2
2	Iron Spike (Piton)		.1	1
1	Lockpicks		2.5	.1
1	Matches (Box of 20)		.2	0
1	Paper Bomb (A giant firecracker; 5d cr explosion with side-benefits)		5	5
1	Personal Basics		.25	1
1	Pouch		.5	0
1	Rope, 3/8" (per 10 yards)		.25	1.5
1	Scribe's Kit		2.5	2
1	Shoulder Quiver		.5	.5
1	Towel, Small/Blanket Patch		.1	.5
1	Very Light Armour (Basically full suit, skul workman's clothing with lots of leather)		7.5	9

**APPEARANCE****POINTS SUMMARY**

Attributes/Secondary Characteristics	[	75	]
Advantages/Perks/TL/Languages/Cultural Familiarity	[	52	]
Disadvantages/Quirks	[	-37	]
Skills/Standardised Spells	[	35	]
Other	[		]