

# *GURPS Discworld Also* Characters Converted to *Discworld Roleplaying* *Game 2<sup>nd</sup> Edition*

***GURPS Discworld Also***, a supplement for the first edition of the ***Discworld Roleplaying Game***, included character sheets for a collection of characters, primarily to illustrate possible ways to use the new racial templates included in that book. As I gather that quite a few people own both that book and the *second* edition of the ***Discworld RPG***, it seems only polite to offer conversions of the characters to the new edition. As a bonus, I've thrown in a character from the first edition main book who doesn't appear in the second edition.

I've converted these characters as directly as possible, which has of course meant that they have different points values to the original versions. I've left these standing; tweaking them to match a campaign baseline to make them useable as player characters shouldn't be difficult, if anyone wants that.

Note that Flarrik the Bogeyman isn't covered here, because the second edition doesn't have provision for Bogeyman player-characters.

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# Broken Bastion

(31 points; See *Discworld Also*, p. 26)

**ST** 15\* [0]; **DX** 10† [20]; **IQ** 7‡ [0]; **HT** 10 [0].

Damage 1d+1/2d+1; BL 45 lb; HP 15 [0]; Will 11§ [0]; Per 11¶ [0]; FP 10 [0].

Basic Speed 5.00 [0]; Basic Move 4\*\* [0]; Dodge 8.

6'3"; 403 lbs..

## *Social Background*

TL: 4 [0].

CF: Sto Plains/Uberwald (Native) [0].

Languages: Morporkian (Native/None) [-3].

## *Templates and Meta-Traits*

Gargoyle (*Discworld RPG 2<sup>nd</sup> edition*, p. 100) [46].

## *Advantages*

Acute Vision 1 [2].

## *Disadvantages*

Intolerance (Dwarfs) [-5]; Obsession (Finding a new home exactly like his old one; Long-Term Goal; 12 or less) [-10]; One Hand [-15]; Wealth (Struggling) [-10].

Quirks: Hates surprise attacks; Uses a lot of military terminology. [-2]

## *Skills*

Area Knowledge (Middle Ramtops) (E) IQ [1]-7; Axe/Mace (A) DX-1 [1]-9; Brawling (E) DX [1]-10; Camouflage (E) IQ [1]-7††; Climbing (A) DX+3 [0]-13‡‡; Stealth (A) DX-1 [1]-9††; Tactics (H) IQ-2 [1]-5; Throwing (A) DX [2]-10.

\* Includes +5 from template.

† Includes -1 from template.

‡ Includes -3 from template.

§ Includes +4 from template.

¶ Includes +4 from template.

\*\* Includes -1 from template.

†† Conditional +2 from "Limited Camouflage (Stone)" when stationary and unclad against a stone background.

‡‡ Includes +12pts from template.

# Dieter the Poacher

(59 points; See the *Discworld RPG 1<sup>st</sup> edition*, p. 196)

**ST** 11 [10]; **DX** 12 [40]; **IQ** 10 [0]; **HT** 11 [10].

Damage 1d-1/1d+1; BL 24 lb; HP 11 [0]; Will 10 [0]; Per 10 [0]; FP 11 [0].

Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8.

5'7"; 148 lbs..

## *Social Background*

*TL*: 4 [0].

*CF*: Sto Plains/Uberwald (Native) [0].

*Languages*: Morporkian (Accented/None) [2]; Uberwaldean (Native/None) [-3].

## *Advantages*

Acute Hearing 1 [2]; Patron ("The Monster" - Prof. Abulias First; Extremely Powerful\*; 9 or less) [15].

## *Disadvantages*

Delusion ("That monster wants to kill me!"; Minor) [-5]; Shyness (Mild) [-5]; Status -1 (Downtrodden Yokel) [-5]; Wealth (Struggling) [-10].

*Quirks*: Believes that it's simply impossible for the poor to make a truly honest living; Dislikes dogs and wolves (fear of werewolves); Regards pitchforks and torches as basic necessities of life; Worried by deciduous trees ("They lose all their leaves? They must be dead!"). [-4]

## *Skills*

Camouflage (E) IQ [1]-10; Crossbow (E) DX+1 [2]-13; Farming/TL4 (A) IQ-1 [1]-9; First Aid/TL4 (Human) (E) IQ [1]-10; Naturalist (H) IQ-2 [1]-8; Polearm (A) DX-1 [1]-11; Staff (A) DX-1 [1]-11; Stealth (A) DX-1 [1]-11; Survival (Mountain) (A) Per-1 [1]-9; Tracking (A) Per [2]-10.

\* Professor First is classified as "Extremely Powerful" because his points value is much higher than Dieter's. On his own terms, he's a just a mild-mannered academic who happens to be a sort of zombie, but that makes him much more socially and physically powerful than the downtrodden Dieter.

# Dualla Derayne

(157 points; See *Discworld Also*, p. 24)

**ST** 10 [0]; **DX** 13\* [40]; **IQ** 13 [60]; **HT** 10 [0].

Damage 1d-2/1d; BL 20 lb; HP 10 [0]; Will 13 [0]; Per 13 [0]; FP 10 [0].

Basic Speed 5.75 [0]; Basic Move 5 [0]; Dodge 8.

5'6"; 120 lbs..

## *Social Background*

TL: 3 [0].

CF: Sto Plains/Uberwald (Native) [0].

Languages: Morporkian (Native) [0]; Quirmian (Broken) [2].

## *Templates and Meta-Traits*

Elf-Kin (*Discworld RPG 2<sup>nd</sup> edition*, p. 102) [16].

## *Advantages*

Acute Vision 1 [2]; Fearlessness 2 [4]; Reputation +1 (Among Ankh-Morpork upper classes; Talented; All the time; Large class) [2]; Resistant (Disease; Occasional; +8) [5]; Status +2 [10]; Wealth (Comfortable) [10].

Perks: Haughty Sneer; High-Heeled Heroine; Off-Hand Training (Knife). [3]

## *Disadvantages*

Bad Temper (12 or less) [-10]; Code of Honour (Honest Dealing; Informal or Safe) [-5];

Compulsive Carousing (12 or less) [-5]; Phobia (Mild Ailurophobia; 12 or less) [-5];

Reputation -2 (Among Ankh-Morpork Upper Classes, as a Temperamental Tantrum-Thrower; 10 or less; Large class) [-2].

Quirks: Craves excitement; Dictates everything that her clients wear (Including underwear and shoes); Perfectionist about stitching; Refuses to discuss her origins; Throws and tears things when she's angry. [-5]

## *Skills*

Accounting (H) IQ-2 [1]-11; Area Knowledge (Ankh-Morpork) (E) IQ [1]-13; Artist (Drawing) (H) IQ-2 [1]-11; Brawling (E) DX+1 [2]-14; Carousing (E) HT+2 [4]-12; Dancing (A) DX-1 [1]-12; Fast-Draw (Knife) (E) DX [1]-13; Gambling (A) IQ-1 [1]-12; Knife (E) DX+1 [2]-14; Merchant (A) IQ [2]-13; Professional Skill (Dress Design) (A) IQ+2 [8]-15; Professional Skill (Leatherworking) (A) IQ-1 [1]-12; Savoir-Faire (High Society) (E) IQ+2 [4]-15; Sewing/TL3 (E) DX+1 [2]-14; Sex Appeal (A) HT+1 [2]-11†; Streetwise (A) IQ-1 [1]-12; Thrown Weapon (Knife) (E) DX [1]-13.

\* Includes +1 from template.

† Includes +1 from Appearance (in template).

# Professor Abulias First

(245 points; See *Discworld Also*, p. 30)

**ST** 14\* [0]; **DX** 9† [0]; **IQ** 13 [60]; **HT** 11‡ [0].

Damage 1d/2d; BL 39 lb; HP 14 [0]; Will 13 [0]; Per 13 [0]; FP 11 [0].

Basic Speed 5.00 [0]; Basic Move 5 [0]; Dodge 8.

6'5"; 213 lbs..

## *Social Background*

TL: 3 [0].

CF: Sto Plains/Uberwald (Native) [0].

Languages: Brindisian (Accented§) [2]; Ephebean (Accented§) [2]; Latatian (Accented§) [2]; Morporkian (Native§) [4]; Quirmian (Accented§) [2]; Uberwaldian (Native) [0].

## *Templates and Meta-Traits*

Zombie (*GURPS Discworld 2<sup>nd</sup> edition*, p. 116) [178].

## *Advantages*

Language Talent [10]; Status +1 [5]; Tenure (Academic) [5].

## *Disadvantages*

Curious (6 or less) [-10]; Pacifism (Self-Defence Only) [-15]; Sense of Duty (To anyone who has ever helped him, even unintentionally; Large Group) [-10]; Truthfulness (12 or less) [-5].

Quirks: Dislikes pitchforks and torches; Keeps wine for visitors (who are generally too polite to tell him it's awful); Mild-mannered; Still developing a proper sense of humour; Tries to relate people's problems to things in books. [-5]

## *Skills*

Brawling (E) DX+1 [2]-10; Literature (H) IQ+3 [16]-16; Survival (Mountain) (A) Per-1 [1]-12; Teaching (A) IQ-1 [1]-12.

\* Includes +4 from template.

† Includes -1 from template.

‡ Includes +1 from template.

§ Includes +1 level from Language Talent.

## “Wet Weather” Willgiss

(65 points; See *Discworld Also*, p. 28)

**ST** 12\* [0]; **DX** 12 [40]; **IQ** 9† [20]; **HT** 13‡ [0].

Damage 1d-1/1d+2; BL 29 lb; HP 14§ [0]; Will 10 [5]; Per 13¶ [10]; FP 13 [0].

Basic Speed 6.25 [0]; Basic Move 5\*\* [0]; Dodge 9.

3'11"; 162 lbs..

### *Social Background*

TL: 3 [0].

CF: Sto Plains/Uberwald (Native) [0].

Languages: Morporkian (Native/None) [-3].

### *Templates and Meta-Traits*

Gnoll (*GURPS Discworld 2<sup>nd</sup> edition*, p. 103) [-14].

### *Advantages*

Mind Shield 2 [8].

### *Disadvantages*

Enemy (Elena Needlebretch and her minions; Medium-sized group; 9 or less) [-20]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Likes wet weather; Practical joker; Relatively soft-hearted. [-3]

### *Skills*

Area Knowledge (Octarine Grass Country) (E) IQ+1 [2]-10; Brawling (E) DX [1]-12;

Camouflage (E) IQ+3 [8]-12; Carpentry (E) IQ [1]-9; Hiking (A) HT-1 [1]-12; Mimicry (Bird

Calls) (H) IQ-1 [8]-8††; Navigation/TLO (Land) (A) IQ-1 [1]-8; Scrounging (E) Per [1]-13; Stealth

(A) DX+1 [4]-13; Survival (Woodlands) (A) Per-1 [1]-12; Survival (Plains) (A) Per-1 [1]-12;

Tracking (A) Per-1 [1]-12; Traps/TLO (A) IQ+3 [12]-12.

\* Includes +2 from template.

† Includes -2 from template.

‡ Includes +3 from template.

§ Includes +2 from template.

¶ Includes +2 from template.

\*\* Includes -1 from template.

†† Includes -2 from Disturbing Voice.

*Note:* The original version of Willgiss had Magic Resistance, which isn't included in the second edition of the RPG. So I gave him +1 Will and a couple of levels of Mind Shield, which has comparable effects in this case. Just assume that Elena Needlebretch mostly uses mental magic.