





The Reverend Jim

| HAND WEAPONS |              |         |       |            |       | Cost | Weight |
|--------------|--------------|---------|-------|------------|-------|------|--------|
| Qty          | Weapon       | Damage  | Reach | Lvl(Pry)ST | Notes |      |        |
|              | Bite         | 1d-3 cr | C     | 10 (No)    |       |      |        |
|              | Kick         | 1d-2 cr | C,1   | 8 (No)     |       |      |        |
|              | Punch        | 1d-3 cr | C     | 10 (8)     |       |      |        |
| 1            | Quarterstaff |         |       |            |       | .5   | 4      |
|              | Staff swing  | 1d+2 cr | 1,2   | 9 (9)      | 7†    |      |        |
|              | Staff thrust | 1d cr   | 1,2   | 9 (9)      | 7†    |      |        |

| RANGED WEAPONS |        |        |     |       |     |       |     |    |      |     |       | Cost | Weight |  |
|----------------|--------|--------|-----|-------|-----|-------|-----|----|------|-----|-------|------|--------|--|
| Qty            | Weapon | Damage | Acc | Range | RoF | Shots | Lvl | ST | Bulk | Rcl | LC No |      |        |  |
|                |        |        |     |       |     |       |     |    |      |     |       |      |        |  |

**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.  
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**ARMOR & POSSESSIONS**

| Qty | Item                                     | Location | Cost | Weight |
|-----|--|----------|------|--------|
| 1   | Imp Watch                                |          | 2.5  | .25    |
| 1   | Ordinary Clothes (Status +0)             |          | 6    | 2      |
| 1   | Religious Symbol, Silver                 |          | 15   | .25    |
| 1   | Wine or Liquor ("per bottle, Status +0") |          | .3   | 2      |

APPEARANCE

**POINTS SUMMARY**

|  |         |
|--|---------|
| Attributes/Secondary Characteristics               | [ 30 ]  |
| Advantages/Perks/TL/Languages/Cultural Familiarity | [ 20 ]  |
| Disadvantages/Quirks                               | [ -27 ] |
| Skills/Standardised Spells                         | [ 27 ]  |
| Other  | [ ]     |