



Name Auntie Mollification

Player

Point Total 125

Ht 5'3"

Wt 85 lbs.

Size Modifier 0 Age 27

Unspent Points 0

Notes *The Visiting Lecturer in Herbology and Aviation was crowded out of the witching scene in Skund, but she's sure that she can cut it in academia.*

<b>ST</b>	8	[-20]	<b>HP</b>	8	[ 0 ]
<b>DX</b>	10	[ 0 ]	<b>Will</b>	14	[ 0 ]
<b>IQ</b>	14	[ 80 ]	<b>Per</b>	14	[ 0 ]
<b>HT</b>	10	[ 0 ]	<b>FP</b>	10	[ 0 ]

BASIC LIFT 13      DAMAGE Thr 1d-3      Sw 1d-2  
 BASIC SPEED 5 [ 0 ]      BASIC MOVE 5 [ 0 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL <b>13</b>	BM x 1 <b>5</b>	Dodge <b>8</b>
Light (1) = 2 x BL      26	BM x 0.8      4	Dodge - 1      7
Medium (2) = 3 x BL      39	BM x 0.6      3	Dodge - 2      6
Heavy (3) = 6 x BL      78	BM x 0.4      2	Dodge - 3      5
X-Heavy (4) = 10 x BL      130	BM x 0.2      1	Dodge - 4      4

ADVANTAGES AND PERKS	
Charisma 1	[ 5 ]
Magery 0 (Witchcraft)	[ 5 ]
Resistant (Disease) (Occasional) (+8)	[ 5 ]
Social Regard (Respected) 1	[ 5 ]
Status (+1)	[ 5 ]
DISADVANTAGES AND QUIRKS	
Code of Honor (Wise-Woman's)	[ -5 ]
Overconfidence (12 or less)	[ -5 ]
Skinny	[ -5 ]

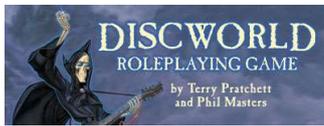
<b>MP</b>	5	Magery (Witchcraft) 2 [ 20 ] Staff: [ ]
-----------	---	--

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

DR 0	TL: 4 [ 0 ] Cultural Familiarities Sto Plains/Uberwald (Native) [ 0 ]
------	---

PARRY 8 Brawling BLOCK 6 DX	<b>Reaction Modifiers</b>  <b>Appearance:</b> <b>Status:</b> +1; <i>Includes:</i> +1 from 'Status' <b>Other:</b> +2; <i>Includes:</i> +1 from 'Social Regard (Respected)', +1 from 'Charisma' Conditional: +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs
--------------------------------------	--

SKILLS		
Name	Level	Relative Level
Area Knowledge (Skund)	14	IQ+0 [ 1 ]
Brawling	10	DX+0 [ 1 ]
Parry: 8		
Current Affairs/TL4 (Skund)	14	IQ+0 [ 1 ]
Fast-Talk	13	IQ-1 [ 1 ]
Conditional: +1 from 'Charisma' when making Influence rolls		
Fortune-Telling (Palmistry)	14	IQ+0 [ 1 ]
Includes: +1 from 'Charisma'		
Herbalism	14	IQ+0 [ 4 ]
Housekeeping	14	IQ+0 [ 1 ]
Intimidation	14	Will+0 [ 2 ]
Conditional: +1 from 'Charisma' when making Influence rolls		
Magic (Witchcraft)	15	IQ+1 [ 4 ]
Includes: +2 from 'Magery (Witchcraft)'		
Magical Form (Divination)	14	IQ+0 [ 2 ]
Includes: +2 from 'Magery (Witchcraft)'		
Magical Form (Physiomancy)	15	IQ+1 [ 4 ]
Includes: +2 from 'Magery (Witchcraft)'		
Magical Form (Psychomancy)	14	IQ+0 [ 2 ]
Includes: +2 from 'Magery (Witchcraft)'		
Midwifery	15	IQ+1 [ 4 ]
Naturalist (Disc)	12	IQ-2 [ 1 ]
Occultism	13	IQ-1 [ 1 ]
Physician/TL4 (Human)	12	IQ-2 [ 1 ]
Psychology (Human)	12	IQ-2 [ 1 ]
Shouting at Foreigners	14	IQ+0 [ 1 ]
Teaching	14	IQ+0 [ 2 ]



Auntie Mollification

**HAND WEAPONS**

Qty Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
<b>Brawling</b>						
Punch	1d-4 cr	C	10 (8)			
Bite	1d-4 cr	C	10 (No)			
Kick	1d-3 cr	C,1	8 (No)			

**RANGED WEAPONS**

Qty Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight

**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.

This and other GURPS forms may also be downloaded at [www.sjgames.com/gurps/resources/](http://www.sjgames.com/gurps/resources/).

Copyright © 2013 Steve Jackson Games Incorporated. All rights reserved.

**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
1	First Aid Kit		50	2
1	Magic Broomstick		500	3
1	Ordinary Clothes		240	2

**APPEARANCE**

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[	60	]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[	45	]
Disadvantages/Quirks	[	-15	]
Skills/Standardised Spells	[	35	]
Other	[		]