

Name Mother G'zarr, Domestic Goddess Player  
Ht 5'7" Wt 130 lbs. Size Modifier 0 Age

Point Total 300  
Unspent Points 0

Notes Manifests as a reasonably impressive middle-aged woman with, usually, a stern expression.

ST	9	[-10]	HP	12	CURRENT	[ 6 ]
DX	10	[ 0 ]	Will	13		[ 10 ]
IQ	11	[ 20 ]	Per	11		[ 0 ]
HT	10	[ 0 ]	FP	15	CURRENT	[ 15 ]

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1  
BASIC SPEED 5 [ 0 ] BASIC MOVE 5 [ 0 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 5	Dodge 8
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 4

#### ADVANTAGES AND PERKS

Burning Attack (Lightning Bolt) 2	[ 20 ]
Charisma 3	[ 15 ]
Congregation (Up to 50)	[ 12 ]
Doesn't Breathe	[ 20 ]
Doesn't Eat or Drink	[ 10 ]
Insubstantiality (Can Carry Objects (Light Encumbrance))	[ 96 ]
Invisibility (Can Carry Objects (Light Encumbrance); Only While Insubstantial; Substantial Only)	[ 40 ]
Legal Immunity (Answerable only to other gods) (Very few rules)	[ 15 ]
Pressure-Proof	[ 15 ]
Resistant (Disease) (Occasional) (Immunity)	[ 10 ]
Resistant (Poison) (Common) (Immunity)	[ 15 ]
Temperature Tolerance (Cold) 3	[ 6 ]
Temperature Tolerance (Heat) 3	[ 6 ]
Tenure (You can't sack me, I'm your goddess)	[ 5 ]
Longevity	[ 1 ]
Name Hearing	[ 1 ]
Recognised Divinity	[ 1 ]

#### DISADVANTAGES AND QUIRKS

Bad Temper (12 or less)	[ -10 ]
Compulsive Neatness (12 or less)	[ -5 ]
Faith Maintenance (21-50 Believers)	[ -30 ]
Hidebound	[ -5 ]
Intolerance (Other Religions) (Total Intolerance)	[ -10 ]
Low TL -1	[ -5 ]
No Sense of Humour	[ -10 ]
Attentive	[ -1 ]

MP	CURRENT	Magery:	[ ]
		Staff:	[ ]

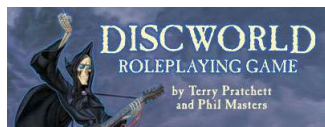
Languages	Spoken	Written
Quirmian (Native Language)	(Native)	(Native) [ 0 ]

DR 0	TL: 3 [ 0 ]
	Cultural Familiarities
	Sto Plains/Uberwald (Native) [ 0 ]

PARRY 8	Reaction Modifiers
DX BLOCK 6	Appearance:
DX	Status: +0
	Other: +3; Includes: +3 from 'Charisma'
	Conditional: -2 from 'Bad Temper' when foul-tempered behaviour observed, -2 from 'No Sense of Humour', -1 from 'Compulsive Neatness' when from people who disapprove

#### SKILLS

Name	Level	Relative Level
Area Knowledge (The Swamplands)	12	IQ+1 [ 2 ]
Cooking	15	IQ+4 [ 16 ]
Detect Lies	10	Per-1 [ 2 ]
Housekeeping	12	IQ+1 [ 2 ]
Innate Attack (Beam)	10	DX+0 [ 1 ]
Intimidation	15	Will+2 [ 8 ]
Conditional: +3 from 'Charisma' when making Influence rolls		
Public Speaking	14	IQ+3 [ 2 ]
Includes: +3 from 'Charisma'		
Religious Ritual (Own Cult)	12	IQ+1 [ 8 ]
Shouting at Foreigners	12	IQ+1 [ 2 ]
Stealth	11	DX+1 [ 4 ]
Conditional: +9 from 'Invisibility' when being seen would matter		



Mother G'zarr, Domestic Goddess

### HAND WEAPONS

Qty Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
Bite	1d-3 cr	C	10 (No)			
Kick	1d-2 cr	C,1	8 (No)			
Punch	1d-3 cr	C	10 (8)			

### RANGED WEAPONS

Qty Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
Burning Attack (Lightning Bolt)	(2)d bu	4	100 / 100	1		10							

### 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 Ordinary Clothes		6	2

### APPEARANCE

### POINTS SUMMARY

Attributes/Secondary Characteristics	[ 41 ]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[ 288 ]
Disadvantages/Quirks	[ -76 ]
Skills/Standardised Spells	[ 47 ]
Other	[ ]