

Name Yomm, God of Nuisances Player Point Total 300
 Ht 5'9" Wt 140 lbs. Size Modifier 0 Age Unspent Points 0
 Notes A twisted, gnarled being of roots and batwings, but with an oddly convincing manner despite the glowing red eyes.

ST	10	[0]	HP	10	[0]
DX	12	[40]	Will	10	[0]
IQ	10	[0]	Per	10	[0]
HT	11	[10]	FP	12	[3]

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 6 [5] BASIC MOVE 5 [-5]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 20	BM x 1 5	Dodge 9
Light (1) = 2 x BL 40	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 60	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 120	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 200	BM x 0.2 1	Dodge - 4 5

ADVANTAGES AND PERKS	
Burning Attack (Short-Range Flame) 3	[12]
Claws (Sharp Claws)	[5]
Congregation (Up to 50)	[12]
Doesn't Breathe	[20]
Doesn't Eat or Drink	[10]
Flight (Winged, Can Hover)	[30]
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 god)	[5]
Honest Face	[1]
Longevity	[1]
Name Hearing	[1]
Recognised Divinity	[1]

DISADVANTAGES AND QUIRKS	
Appearance (Hideous) (Universal)	[-20]
Cowardice (15 or less)	[-5]
Faith Maintenance (21-50 Believers)	[-30]
Low TL -1	[-5]
Secret (Actually a demon in disguise...) (Utter Rejection)	[-10]
Trickster (12 or less)	[-15]
Dislikes very "holy" humans and high-power gods	[-1]
Horrible Hangovers	[-1]

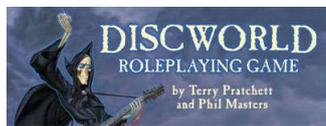
MP			Magery: []
			Staff: []

Languages	Spoken	Written
Latatian	(Accented)	(Accented) [4]
Quirmian (Native Language)	(Native)	(Native) [0]

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

PARRY 9	Reaction Modifiers Appearance: -4/-4 <i>Unappealing Includes: -4 from 'Appearance'</i> <i>Appealing Includes: -4 from 'Appearance'</i> Status: +0 Other: +0 Conditional: -1 from 'Cowardice' when from non-cowards, when cowardice matters, -1 from 'Trickster' when from people who disapprove
DX BLOCK	
7	

SKILLS		
Name	Level	Relative Level
Acting	10	IQ+0 [2]
Fast-Talk	11	IQ+1 [4]
Filch	13	DX+1 [4]
Forced Entry	13	DX+1 [2]
Hidden Lore (Demon Lore)	10	IQ+0 [2]
Innate Attack (Gaze)	13	DX+1 [2]
Intimidation	11	Will+1 [1]
<i>Includes: +2 from 'Appearance'</i>		
Mimicry (Speech)	10	IQ+0 [4]
Psychology (Human)	10	IQ+0 [4]
Stealth	13	DX+1 [4]
Conditional: +9 from 'Invisibility' when being seen would matter		



Yomm, God of Nuisances

HAND WEAPONS

Qty Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
Bite	1d-3 cr	C	12 (No)			
Burning Attack (Short-Range Flame)	(3)d bu	C,1	13 ()			
Kick	1d-2 cut	C,1	10 (No)			
Punch	1d-3 cut	C	12 (9)			

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.

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ARMOR & POSSESSIONS

Qty Item	Location	Cost	Weight

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[53]
Advantages/Perks/TL/Languages/Cultural Familiarity	[305]
Disadvantages/Quirks	[-87]
Skills/Standardised Spells	[29]
Other	[]