

Name Marbury Scart

Player

Point Total 150

Ht 5'8"

Wt 145 lbs.

Size Modifier 0 Age 25

Unspent Points 0

Notes A former scholarship boy from the Assassins Guild School, turned Dark Clerk. Utterly devoted to the city.

ST	11	[10]	HP	11	CURRENT	[0]	MP		CURRENT	Magery: [] Staff: []
DX	14	[80]	Will	11		[0]	<div>Languages<div>Morporkian (Native Language) Quirmian</div><div>Spoken (Native) (Accented)</div><div>Written (Native) (Accented)</div></div> <div>[0] [4]</div>			
IQ	11	[20]	Per	11		[0]				
HT	11	[10]	FP	11	CURRENT	[0]	DR	TL: 5 [0] Cultural Familiarities		
							0	Sto Plains/Uberwald (Native) [0]		

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
BASIC SPEED 6 [-5] BASIC MOVE 6 [0]

ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	24	BM x 1	6	Dodge	10
Light (1) = 2 x BL	48	BM x 0.8	4	Dodge - 1	9
Medium (2) = 3 x BL	72	BM x 0.6	3	Dodge - 2	8
Heavy (3) = 6 x BL	144	BM x 0.4	2	Dodge - 3	7
X-Heavy (4) = 10 x BL	240	BM x 0.2	1	Dodge - 4	6

ADVANTAGES AND PERKS

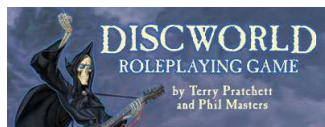
Ambidexterity	[5]
Combat Reflexes	[15]
Flexibility	[5]
Legal Immunity (Different but equally strict rules)	[5]
Night Vision 3	[3]
Assassin in Good Standing	[1]
Crossbow Safety	[1]

DISADVANTAGES AND QUIRKS

Callous	[-5]
Duty (Agent of Ankh-Morpork) (12 or less (quite often))	[-10]
Fanaticism (Ankh-Morpork Right or Wrong!)	[-15]
Hunchback	[-10]

SKILLS

Name	Level	Relative Level
Administration	13	IQ+2 [8]
Airshipman/TL(5+1)	11	IQ+0 [1]
Camouflage	11	IQ+0 [1]
Climbing	17	DX+3 [2]
<i>Includes: +3 from 'Flexibility'</i>		
Crossbow	15	DX+1 [2]
Current Affairs/TL(5+1) (Politics)	11	IQ+0 [1]
Driving (Steam Car)	13	DX-1 [1]
Fast-Draw (Knife)	15	DX+1 [1]
<i>Includes: +1 from 'Combat Reflexes'</i>		
Guns/TL(5+1) (Pistol)	14	DX+0 [1]
Holdout	12	IQ+1 [4]
Knife	15	DX+1 [2]
Parry: 10		
Musical Instrument (Violin)	9	IQ-2 [1]
Piloting (Airship)	13	DX-1 [1]
Savoir-Faire (High Society)	11	IQ+0 [1]
Savoir-Faire (Servant)	11	IQ+0 [1]
Sleight of Hand	12	DX-2 [1]
Stealth	14	DX+0 [2]
Thrown Weapon (Knife)	15	DX+1 [2]
Traps/TL(5+1)	11	IQ+0 [2]
Writing	10	IQ-1 [1]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	Bite	1d-2 cr	C	14 (No)			
1	Dagger	1d-2 imp	C	15 (10) 5	[1]	1	.25
	Kick	1d-1 cr	C,1	12 (No)			
2	Large Knife					4	2
	Swing	1d-1 cut	C,1	15 (10) 6			
	Thrust	1d-1 imp	C	15 (10) 6	[1]		
	Punch	1d-2 cr	C	14 (11)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Automatic Revolver	2d-1 pi+	2	120 / 1300	3	6(3i)	14	9	-2	2	3	[3]	30	3
1	Crossbow (ST 11)	1d+3 imp	4	220 / 275	1	1(4)	15	7†	-6				7.5	6
1	Dagger	1d-2 imp	0	0 / 0	1	T(1)	15	5	-1				1	.25
1	Deringer, .44 Caplock	2d-1 pi+	1	50 / 550	1	1(20)	14	6	-1	3	3	[1]	7.5	.4
2	Large Knife	1d-1 imp	0	0 / 0	1	T(1)	15	6	-2				4	2

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
1	Ordinary Clothes		0	2
1	Pouch		48.81	2.31
5	Reloads for Deringer		.11	.11
4	Reloads for Revolver		1.2	1.2
1	Spare Cash		47	1
1	Shoulder Quiver		1.7	1.7
12	Crossbow Bolts		1.2	1.2

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[115]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[39]
Disadvantages/Quirks	[-40]
Skills/Standardised Spells	[36]
Other	[]