

Name **Llewess Littlebottom** Player **Point Total 150**
 Ht **4'1"** Wt **130 lbs.** Size Modifier **-1** Age **40** Unspent Points **0**
 Notes **The grandson of the legendary Assistant Commander Cheery Littlebottom. Has some traditional dwarf education and likes clockwork, but is mostly a natural, suave diplomat.**

ST	11	[0]	HP	13	[0]
DX	10	[0]	Will	12	[0]
IQ	12	[40]	Per	12	[0]
HT	12	[10]	FP	12	[0]

BASIC LIFT **39** DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED **5.5** [0] BASIC MOVE **5** [0]

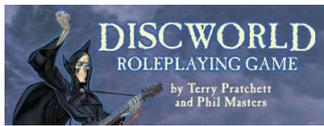
ENCUMBRANCE	MOVE	DODGE
None (0) = BL 39	BM x 1 5	Dodge 8
Light (1) = 2 x BL 78	BM x 0.8 4	Dodge - 1 7
Medium (2) = 3 x BL 117	BM x 0.6 3	Dodge - 2 6
Heavy (3) = 6 x BL 234	BM x 0.4 2	Dodge - 3 5
X-Heavy (4) = 10 x BL 390	BM x 0.2 1	Dodge - 4 4

TEMPLATES AND METATRAITS	
Dwarf	[27]
Dwarf Hit Points Bonus 2 [4]; Dwarf HT Bonus 1 [10]; Dwarf ST Bonus 1 [10]; Racial Skill Point Bonus (Axe/Mace) 2 [2]; Dwarf SM Penalty -1 [0]; Lifting ST 3 [9]; Metalwork 1 [10]; Longevity [1]; Cannot Run Long Distances [-1]; Considers Dwarf Gender a Very Private Matter [-1]; Personality Change (Gains Bad Temper When Drinking) [-1]; Touchy About Height and Beard [-1]; Dwarfish Greed (12 or less) [-15].	
ADVANTAGES AND PERKS	
Charisma 2	[10]
Intelligence Rank 1	[5]
Status (+1)	[5]
Wealth (Comfortable)	[10]
Haughty Sneer	[1]
DISADVANTAGES AND QUIRKS	
Bad Sight (Nearsighted) (Glasses)	[-10]
Duty (Agent of Ankh-Morpork) (12 or less (quite often))	[-10]
Post-Combat Shakes (9 or less)	[-7]
Proud of Family Tradition of Service to the City	[-1]

MP			Magery:	[]
			Staff:	[]

Languages	Spoken	Written
Dwarfish	(Native)	(Native) [6]
Morporkian (Native Language)	(Native)	(Native) [0]
Quirmian	(Broken)	(Broken) [2]
Trollish	(Broken)	(Broken) [2]
Uberwaldian	(Accented)	(Accented) [4]
DR	TL: 5	[0]
2	Cultural Familiarities	
	Dwarf	[1]
	Sto Plains/Uberwald (Native)	[0]
PARRY	Reaction Modifiers	
8	Appearance:	
DX	Status: +1; <i>Includes:</i> +1 from 'Status'	
BLOCK	Other: +2; <i>Includes:</i> +2 from 'Charisma'	
6	Conditional: +1 from 'Metalwork' when dealing with other skilled metalworkers, -3 from 'Dwarfish Greed' when when rampant greed is observed by non-dwarfs	
DX		

SKILLS		
Name	Level	Relative Level
Armoury/TL(5+1) (Melee Weapons)	13	IQ+1 [2]
<i>Includes:</i> +1 from 'Metalwork'		
Armoury/TL(5+1) (Small Arms)	14	IQ+2 [4]
<i>Includes:</i> +1 from 'Metalwork'		
Axe/Mace	12	DX+2 [6]
<i>Parry:</i> 9 Level <i>Includes:</i> +2pts from 'Racial Skill Point Bonus (Axe/Mace)'		
<i>Conditional:</i> -2 from 'Bad Sight (Nearsighted)'		
Connoisseur (Clockwork Devices)	12	IQ+0 [2]
Criminology/TL(5+1)	12	IQ+0 [2]
Current Affairs/TL(5+1) (Headline News)	12	IQ+0 [1]
Current Affairs/TL(5+1) (Politics)	12	IQ+0 [1]
Diplomacy	13	IQ+1 [8]
<i>Conditional:</i> +2 from 'Charisma' when making Influence rolls		
Fast-Talk	12	IQ+0 [2]
<i>Conditional:</i> +2 from 'Charisma' when making Influence rolls		
First Aid/TL(5+1) (Dwarfish)	12	IQ+0 [1]
<i>Conditional:</i> +1 from 'First Aid Kit'		
Games (Thud)	12	IQ+0 [1]
Guns/TL(5+1) (Pistol)	10	DX+0 [1]
<i>Conditional:</i> x2 from 'Bad Sight (Nearsighted)' when calculating range penalties		
Holdout	12	IQ+0 [2]
Interrogation	12	IQ+0 [2]
Leadership	13	IQ+1 [1]
<i>Includes:</i> +2 from 'Charisma'		
Mechanic/TL(5+1) (Clockwork)	14	IQ+2 [4]
<i>Includes:</i> +1 from 'Metalwork'		
Metallurgy/TL(5+1)	12	IQ+0 [2]
<i>Includes:</i> +1 from 'Metalwork'		
Observation	13	Per+1 [4]
Public Speaking	14	IQ+2 [2]
<i>Includes:</i> +2 from 'Charisma'		
Research/TL(5+1)	12	IQ+0 [2]
Savoir-Faire (High Society)	14	IQ+2 [4]
<i>Conditional:</i> +2 from 'Charisma' when making Influence rolls		
Savoir-Faire (Watch)	12	IQ+0 [1]
<i>Conditional:</i> +2 from 'Charisma' when making Influence rolls		



Llewess Littlebottom

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
1	Axe	1d+3 cut	1	12 (9U)	11	[1]	3	4
	Bite	1d-2 cr	C	10 (No)				
	Kick	1d-1 cr	C,1	8 (No)				
	Punch	1d-2 cr	C	10 (8)				
1	Small Knife						1.5	.5
	Swing	1d-2 cut	C,1	6 (5)	5			
	Thrust	1d-2 imp	C	6 (5)	5	[1]		

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)	10	9	-2	2	3	[3]	30	3
1	Axe	1d+3 cut	2	0 / 0	1	T(1)	6	11	-3				3	4
1	Small Knife	1d-2 imp	0	0 / 0	1	T(1)	6	5	-1				1.5	.5

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	First Aid Kit		2.5	2
1	Light Armour	full suit, skull	17.5	20
1	Luggage (Not Carried Around All the Time)		90	60
1	Ordinary Clothes		0	2
1	Pocket Spyglass		.25	.25
1	Portable Armoury (Melee Weapons) Tool Kit		30	20
1	Portable Armoury (Small Arms) Tool Kit		30	20
1	Portable Mechanic (Clockwork) Tool Kit		30	20
1	Pouch		54.95	2.45
4	Reloads for Revolver		1.2	1.2
1	Spare Cash		53	1

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[50]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[73]
Disadvantages/Quirks	[-28]
Skills/Standardised Spells	[55]
Other	[]