

Name Darnelle Slice Player Point Total 150
 Ht 5'9" Wt 130 lbs. Size Modifier 0 Age 32 Unspent Points 0
 Notes **A state-employed wizard who obeys a professional code and is scrupulous about not harming innocents, but mostly regards conventional morality as faintly ludicrous.**

ST	9	[-10]	HP	9		CURRENT		
					[0]			
DX	12	[40]	Will	14				[0]
IQ	14	[80]	Per	14				[0]
HT	10	[0]	FP	10		CURRENT		[0]

MP	6							
		CURRENT						
	Staff: 17		Magery 3				[30]	
			Staff:				[]	

BASIC LIFT 16 DAMAGE Thr 1d-2 Sw 1d-1
 BASIC SPEED 6 [10] BASIC MOVE 5 [-5]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 16	BM x 1 5	Dodge 9
Light (1) = 2 x BL 32	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 48	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 96	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 160	BM x 0.2 1	Dodge - 4 5

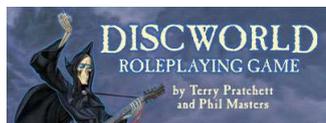
Languages	Spoken	Written
Ephebean	(Broken)	(Broken) [2]
Morporkian (Native Language)	(Native)	(Native) [0]
Quirmian	(Broken)	(Broken) [2]

DR								
	0		TL: 5				[0]	
			Cultural Familiarities					
			Sto Plains/Uberwald (Native)				[0]	

PARRY			Reaction Modifiers					
	9		Appearance:					
	DX		Status: +0					
	BLOCK		Other: +0					
	7		Conditional: -1 from 'Compulsive Neatness' when from people who disapprove					
	DX							

ADVANTAGES AND PERKS	
Magery 0	[5]
DISADVANTAGES AND QUIRKS	
Code of Honour (Professional - State-Employed Wizard)	[-5]
Compulsive Neatness (9 or less)	[-7]
Duty (Agent of Ankh-Morpork) (12 or less (quite often))	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
Assertively Amoral	[-1]

SKILLS		
Name	Level	Relative Level
Alchemy/TL(5+1)	12	IQ-2 [2]
Area Knowledge (Ankh-Morpork)	14	IQ+0 [1]
Driving (Steam Car)	9	DX-3 [0]
Guns/TL(5+1) (Pistol)	12	DX+0 [1]
Innate Attack (Beam)	12	DX+0 [1]
Innate Attack (Projectile)	12	DX+0 [1]
Lockpicking/TL(5+1)	9	IQ-5 [0]
Magic (Wizardry)	16	IQ+2 [4]
<small>Includes: +3 from 'Magery'</small>		
Magical Form: Divination	16	IQ+2 [4]
<small>Includes: +3 from 'Magery'</small>		
Magical Form: Magianism	16	IQ+2 [4]
<small>Includes: +3 from 'Magery'</small>		
Magical Form: Sortilege	16	IQ+2 [4]
<small>Includes: +3 from 'Magery'</small>		
Occultism	14	IQ+0 [2]
Research/TL(5+1)	15	IQ+1 [4]
Thaumatology	14	IQ+0 [1]
<small>Includes: +3 from 'Magery'</small>		
Spells		
A Little Luck (Magical Form: Sortilege)	16	def+3 [0]
Analyse Magic (Magical Form: Magianism)	13	def+3 [0]
Check Thaumic Flux (Magical Form: Magianism)	15	def+3 [0]
Cursing (Magical Form: Sortilege)	13	def+3 [0]
Detect Magic (Magical Form: Magianism)	16	def+3 [0]
Dispel Magic (Magical Form: Magianism)	11	def+3 [0]
Hurled Curse (Magical Forms: Magianism & Sortilege)	11	def+3 [0]
Magical Fortune-Telling (Magical Form: Sortilege)	14	def+3 [0]
Mechanical Failure (Magical Form: Sortilege)	14	def+3 [0]
Mystic Feedback (Magical Form: Magianism)	12	def+3 [0]
Nul Zone (Magical Form: Magianism)	13	def+3 [0]
Octagram (Magical Form: Magianism)	13	def+3 [0]
Scry Shield (Magical Form: Divination)	16	def+3 [0]
Scrying - Crystal Ball (Magical Form: Divination)	13	def+3 [0]



Darnelle Slice

HAND WEAPONS					Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	
	Bite	1d-3 cr	C	12 (No)		
	Kick	1d-2 cr	C,1	10 (No)		
	Punch	1d-3 cr	C	12 (9)		

RANGED WEAPONS													Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No		
1	Automatic Revolver	2d-1 pi+	2	120 / 1300	3	6(3i)	12	9	-2	2	3	[3]	30	3

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	Broomstick (Flight Capable - Move 18.)		25	4
1	Lockpicks		2.5	.1
1	Ordinary Clothes		0	2
1	Personal Organiser (Dis-Organiser)		20	2
1	Pouch		21.7	2.7
1	Crystal Ball		10	1
4	Reloads for Revolver		1.2	1.2
1	Spare Cash		10	.5

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[115]
Advantages/Perks/TL/Languages/Cultural Familiarity	[39]
Disadvantages/Quirks	[-33]
Skills/Standardised Spells	[29]
Other	[]