

Name Eugenia Urbright-Wafterson Player Point Total 100
 Ht 5'8" Wt 140 lbs. Size Modifier 0 Age 32 Unspent Points 0
 Notes A rather geeky young woman of aristocratic birth who went into the priesthood because it was better than her other options.

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

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
 BASIC SPEED 5 [0] BASIC MOVE 5 [0]

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

ADVANTAGES AND PERKS

Charisma 1	[5]
Clerical Investment	[5]
Religious Rank 2	[10]
Status (+2)	[5]
Tenure (Family donates far too much to the Temple for them to get rid of her)	[5]
Voice	[10]
Wealth (Wealthy)	[20]

DISADVANTAGES AND QUIRKS

Bad Sight (Nearsighted) (Glasses)	[-10]
Clueless	[-10]
Combat Paralysis	[-15]
Duty (To the Faith) (9 or less (fairly often))	[-5]
Squeamish (12 or less)	[-10]
Code of Honor (Academic)	[-1]
Nosy	[-1]

MP			Magery:	[]
			Staff:	[]

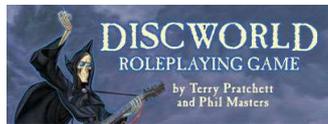
Languages	Spoken	Written
Latatian		(Semi-Lite [1])
Morporkian (Native Language)	(Native)	(Native) [0]

DR	TL: 4	[0]
1	Cultural Familiarities	
	Sto Plains/Uberwald (Native)	[0]

PARRY	Reaction Modifiers
7U+2	
(Numknuts)	Appearance:
	Status: +2; <i>Includes:</i> +2 from 'Status'
BLOCK	Other: -1; <i>Includes:</i> -2 from 'Clueless', +1 from 'Charisma'
9+2	Conditional: +1 from 'Clerical Investment', +2 from 'Voice' when your voice can be heard
(Shield)	

SKILLS

Name	Level	Relative Level
Administration	12	IQ+0 [2]
Dancing	9	DX-1 [1]
Diplomacy	12	IQ+0 [1]
<i>Includes:</i> +2 from 'Voice'		
Conditional: +1 from 'Charisma' when making Influence rolls		
Flail	9	DX-1 [2]
Parry: 7		
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Games (Chess)	13	IQ+1 [2]
Heraldry	12	IQ+0 [1]
History (Cults of the Small Gods)	10	IQ-2 [1]
Intelligence Analysis/TL4	10	IQ-2 [1]
Leadership	12	IQ+0 [1]
<i>Includes:</i> +1 from 'Charisma'		
Occultism	11	IQ-1 [1]
Public Speaking	15	IQ+3 [2]
<i>Includes:</i> +2 from 'Voice', +1 from 'Charisma'		
Religious Ritual (Ceremonies of the Small Gods)	13	IQ+1 [8]
Research/TL4	12	IQ+0 [2]
Riding (Equines)	12	DX+2 [8]
Sacred Texts	12	IQ+0 [2]
Savoir-Faire (High Society)	10	IQ-2 [4]
<i>Includes:</i> -4 from 'Clueless'		
Conditional: +1 from 'Charisma' when making Influence rolls		
Shield (Shield)	12	DX+2 [4]
Block: 9		
Conditional: -2 from 'Bad Sight (Nearsighted)'		
Theology (Small Gods)	13	IQ+1 [8]



Eugenia Urbright-Wafterson

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
1	Agatean Numknuts	1d+1 cr	1	9 (7U)	7	[6]	20	2
	Bite	1d-3 cr	C	10 (No)				
	Kick	1d-2 cr	C,1	8 (No)				
1	Medium Shield						60	15
	Bash	1d-2 cr	1	12 (No)		[2,3,4]		
	Rush	slam+2 cr	1	12 (No)		[2,3,4]		
	Punch	1d-3 cr	C	10 (8)				
1	Small Knife						30	.5
	Swing	1d-3 cut	C,1	6 (5)	5			
	Thrust	1d-3 imp	C	6 (5)	5	[1]		

RANGED WEAPONS												Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	6	5	-1		4	30	.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	Clockwork Pocket-Watch		50	.25
1	Ordinary Clothes (free to starting characters)		0	2
1	Personal Basics		5	1
1	Pouch		10	0
1	Scribe's Kit		50	2
1	Very Light Armour	all	150	9

APPEARANCE
A well-dressed, well-spoken, stocky, bespectacled, rather vague woman, who sometimes wears light armour, and who huddles behind a shield if things get violent.

POINTS SUMMARY

Attributes/Secondary Characteristics	[40]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[61]
Disadvantages/Quirks	[-52]
Skills/Standardised Spells	[51]
Other	[]

DESCRIPTION

Your family are at the well-off end of the scale in Ankh-Morpork - let's be honest, low-end aristocracy - but as a third child and second daughter, you became painfully aware early on that your options were limited, and would probably involve marriage to some chinless idiot, for reasons that you'd never quite be able to fathom. You're moderately bright, but being female and possessing no detectable magical talent, you knew that wouldn't make much difference. You're also not very good *at all* at the complexities of social interaction, although you've learned to compensate a bit by being very polite in a general sort of way. Your parents kept saying that they didn't know what to do with you.

Except that the Urbright-Waftersons have been generous sponsors of the Temple of the Small Gods for several generations, your parents were quite devout, and daddy looked rather to begrudge providing you with a dowry if you didn't even *want* to get hitched. You're not sure whose idea it was for you to go into the priesthood, originally, but after some thought, you had to agree it might work. And the Small Gods will take practically anybody; that's rather the point with them. In fact, you didn't even have to become a priestess of any deity in particular; you work for the temple in general.

With a bit of training, you turned into a passable theologian and preacher (you have a good voice - childhood singing lessons seem to have helped), although you aren't really a people person; you do best when you don't have to listen to them or deal with them too personally, just tell them what to do. You worked your way up the hierarchy a little, without setting out to use your family name, taking charge of assorted tasks and learning how to make teams work. Not that the people in those teams always seem to respect you much. It's hard to tell.

Which may, come to think of it, be something to do with why you got given this new job. The Temple needs some people to clear up theological messes and so forth, and somehow, you got put in charge. You're not sure about this; it might involve violence or getting dirty, both of which you absolutely *hate*. (You tried studying combat skills - it didn't help much - though you've got into the habit of taking some basic exercise.) But you've been given a team of people borrowed from other temples and congregations, so perhaps you can make this work.

NOTES

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