

Name **Gustav Tomsk, Templar of Anoaia** Player
 Ht 5'9" Wt 150 lbs. Size Modifier 0 Age 37

Point Total 100
 Unspent Points 0

Notes **An Ankh-Morpork backstreet kid who decided to get in on the ground floor of a new religious movement.**

ST	11	[10]	HP	13	[4]
DX	11	[20]	Will	14	[15]
IQ	11	[20]	Per	11	[0]
HT	11	[10]	FP	11	[0]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 5.5 [0] BASIC MOVE 5 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 24	BM x 1 5	Dodge 9
Light (1) = 2 x BL 48	BM x 0.8 4	Dodge - 1 8
Medium (2) = 3 x BL 72	BM x 0.6 3	Dodge - 2 7
Heavy (3) = 6 x BL 144	BM x 0.4 2	Dodge - 3 6
X-Heavy (4) = 10 x BL 240	BM x 0.2 1	Dodge - 4 5

ADVANTAGES AND PERKS

Clerical Investment	[5]
Combat Reflexes	[15]
Fearlessness 2	[4]
Check the Exits	[1]
Fearsome Stare	[1]

DISADVANTAGES AND QUIRKS

Code of Honor (Pirate's)	[-5]
Duty (To the Faith) (9 or less (fairly often))	[-5]
Honesty (12 or less)	[-10]
Impulsiveness (12 or less)	[-10]
No Sense of Humor	[-10]
Status -1	[-5]
Wealth (Struggling)	[-10]
Vow (Always use weapons appropriate in appearance to the Cult of Anoaia)	[-1]

MP			Magery: []
			Staff: []

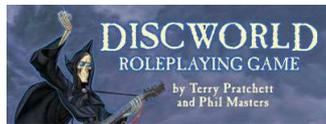
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [0]

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

PARRY	Reaction Modifiers
10 (Fist)	Appearance:
10U (Axe)	Status: -1; Includes: -1 from 'Status'
BLOCK	Other: +0
7	Conditional: +1 from 'Clerical Investment', +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, -2 from 'No Sense of Humor'
DX	

SKILLS

Name	Level	Relative Level
Administration	11	IQ+0 [2]
Area Knowledge (Ankh-Morpork)	12	IQ+1 [2]
Axe/Mace	12	DX+1 [4]
Parry: 10		
Brawling	13	DX+2 [4]
Parry: 10		
Carousing	11	HT+0 [1]
Fast-Talk	11	IQ+0 [2]
Filch	11	DX+0 [2]
First Aid/TL4 (Human)	12	IQ+1 [2]
Forced Entry	12	DX+1 [2]
Hiking	10	HT-1 [1]
Intimidation	14	Will+0 [2]
Knife	12	DX+1 [2]
Parry: 9		
Leadership	10	IQ-1 [1]
Public Speaking	11	IQ+0 [2]
Religious Ritual (Anoian)	12	IQ+1 [8]
Riding (Equines)	10	DX-1 [1]
Shouting at Foreigners	11	IQ+0 [1]
Stealth	11	DX+0 [2]
Streetwise	11	IQ+0 [2]
Theology (Anoian)	12	IQ+1 [8]



Gustav Tomsk, Templar of Anoaia

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes			
	Brawling							
	Punch	1d-1 cr	C	13 (10)				
	Bite	1d-1 cr	C	13 (No)				
	Kick	1d cr	C,1	11 (No)				
1	Large Knife ("Worrying Bread Knife")					40	1	
	Swing	1d-1 cut	C,1	12 (9) 6				
	Thrust	1d-1 imp	C	12 (9) 6	[1]			
1	Throwing Axe ("Bizarre Seafood Preparation Thing")	1d+3 cut	1	12 (10U)11	[1]	60	4	

RANGED WEAPONS												Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Large Knife ("Worrying Bread Knife")	1d-1 imp	0	9 / 17	1	T(1)	7	6	-2		4	40	1
1	Throwing Axe ("Bizarre Seafood Preparation Thing")	1d+3 cut	2	11 / 17	1	T(1)	7	11	-3		4	60	4

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	Backpack, Small		60	3
1	Bandages		10	2
1	Lantern		20	2
1	Light Armour	all	350	20
1	Oil (per pint)		2	1
1	Ordinary Clothes (free for starting characters)		0	2
1	Personal Basics		5	1
1	Religious Symbol (Wood)		10	1

APPEARANCE
A grizzled street brawler in a very practical version of religious garb.

POINTS SUMMARY	
Attributes/Secondary Characteristics	[79]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[26]
Disadvantages/Quirks	[-56]
Skills/Standardised Spells	[51]
Other	[]

DESCRIPTION

You're Ankh-Morpork through and through. Brought up on a back street, tough enough to survive, smarter than some - you even read a bit - you made a living but never a fortune. You never had a steady job, and at times you worked as, frankly, muscle - but there was never anything the Watch could pin on you, or that even really annoyed them enough to make them try. You knew one or two holy types - including the Priestess of Anioia, Goddess of Jammed Drawers - and you got on okay with them, but you didn't reckon religion was for the likes of you.

But then, one day, word got around that Anioia had suddenly started working miracles, handing out fortunes to good causes, stuff like that. And you had a sacred revelation; you'd been in the wrong line of work all along! But now you had a chance to get in on the ground floor. So you trotted along to the Priestess and offered your services. And she was ... good enough to take you on.

You're not sure how serious you were back then, but as you settled into your new job, you became very serious. Well, people always said that you had no sense of humour, but you just reckoned that there wasn't much to laugh about - and laughing about religion is blasphemy, isn't it? Can't have that. In fact, religion is about playing by the book - so you've gone straight. And you're completely and utterly serious about that.

Anyway, for a while you were helping run the expanding temple, and you showed that you could learn *how* to run it, and you learned what the faith says. But, well, you can take the boy out of the streets, but you can't take the streets out of the boy. It seemed like you could do most good if you didn't forget everything you'd ever learned before your conversion. So the Priestess appointed you as the Templar of Anioia. You're still muscle, but now you're muscle in a good cause.

And it turns out that the temple has to work with other religions - other small-timers, making sure that the flakier outfits don't get out of hand, stopping the crazies from rocking the boat too hard. This sounds a lot like the streets again, really, but that's fine. Praise Anioia, you've got a legitimate job to do, and you're going to do it right.

NOTES

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