

Name Groggy, Devotee of Jimi Player Point Total 100  
 Ht 5'8" Wt 130 lbs. Size Modifier 0 Age 25 Unspent Points 0  
 Notes A scruffy street person who has taken on the task of representing the God of Beggars.

|           |    |        |             |    |       |
|-----------|----|--------|-------------|----|-------|
| <b>ST</b> | 11 | [ 10 ] | <b>HP</b>   | 12 | [ 2 ] |
| <b>DX</b> | 10 | [ 0 ]  | <b>Will</b> | 11 | [ 0 ] |
| <b>IQ</b> | 11 | [ 20 ] | <b>Per</b>  | 12 | [ 5 ] |
| <b>HT</b> | 11 | [ 10 ] | <b>FP</b>   | 11 | [ 0 ] |

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1  
 BASIC SPEED 5.25 [ 0 ] BASIC MOVE 6 [ 5 ]

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

**ADVANTAGES AND PERKS**

|  |        |
|--|--------|
| Acute Vision 3                           | [ 6 ]  |
| Charisma 2                               | [ 10 ] |
| Clerical Investment                      | [ 5 ]  |
| Congregation (20 assorted street people) | [ 10 ] |
| High Pain Threshold                      | [ 10 ] |
| Night Vision 1                           | [ 1 ]  |
| Tenure ("You Can't Sack Me!")            | [ 5 ]  |
| Alcohol Tolerance                        | [ 1 ]  |

**DISADVANTAGES AND QUIRKS**

|  |         |
|--|---------|
| Cowardice (12 or less)                         | [ -10 ] |
| Duty (To the Faith) (9 or less (fairly often)) | [ -5 ]  |
| Status -1                                      | [ -5 ]  |
| Unluckiness                                    | [ -10 ] |
| Wealth (Poor)                                  | [ -15 ] |
| Dislikes the Thieves' Guild                    | [ -1 ]  |

|           |  |  |         |     |
|-----------|--|--|---------|-----|
| <b>MP</b> |  |  | Magery: | [ ] |
|           |  |  | Staff:  | [ ] |

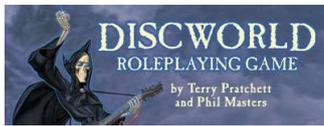
| Languages                    | Spoken   | Written        |
|------------------------------|----------|----------------|
| Morporkian (Native Language) | (Native) | (Native) [ 0 ] |

|           |                               |       |
|-----------|-------------------------------|-------|
| <b>DR</b> | <b>TL: 4</b>                  | [ 0 ] |
| <b>0</b>  | <b>Cultural Familiarities</b> |       |
|           | Sto Plains/Uberwald (Native)  | [ 0 ] |

|              |  |
|--------------|--|
| <b>PARRY</b> | <b>Reaction Modifiers</b>  |
| 9            | <b>Appearance:</b>   |
| (Blackjack)  | <b>Status:</b> -1; <i>Includes:</i> -1 from 'Status'   |
| <b>BLOCK</b> | <b>Other:</b> +2; <i>Includes:</i> +2 from 'Charisma'  |
| 6            | Conditional: +1 from 'Clerical Investment', -2 from 'Cowardice' when from trained fighters, when cowardice matters |
| <b>DX</b>    |  |

**SKILLS**

| Name  | Level | Relative Level |
|---|-------|----------------|
| Administration  | 10    | IQ-1 [ 1 ]     |
| Area Knowledge (Ankh-Morpork)                               | 12    | IQ+1 [ 2 ]     |
| Brawling  | 12    | DX+2 [ 4 ]     |
| Parry: 9  |       |                |
| Diplomacy   | 10    | IQ-1 [ 2 ]     |
| Conditional: +2 from 'Charisma' when making Influence rolls |       |                |
| Fast-Talk   | 10    | IQ-1 [ 1 ]     |
| Conditional: +2 from 'Charisma' when making Influence rolls |       |                |
| Filch   | 10    | DX+0 [ 2 ]     |
| Holdout   | 10    | IQ-1 [ 1 ]     |
| Intimidation  | 11    | Will+0 [ 2 ]   |
| Conditional: +2 from 'Charisma' when making Influence rolls |       |                |
| Knife   | 11    | DX+1 [ 2 ]     |
| Parry: 7  |       |                |
| Musical Instrument (Penny Whistle)                          | 9     | IQ-2 [ 1 ]     |
| Observation   | 14    | Per+2 [ 1 ]    |
| Includes: +3 from 'Acute Vision'                            |       |                |
| Panhandling   | 14    | IQ+3 [ 2 ]     |
| Includes: +2 from 'Charisma'                                |       |                |
| Philosophy ("Street")                                       | 9     | IQ-2 [ 1 ]     |
| Psychology (Human)  | 9     | IQ-2 [ 1 ]     |
| Public Speaking   | 13    | IQ+2 [ 2 ]     |
| Includes: +2 from 'Charisma'                                |       |                |
| Religious Ritual (Jimian)                                   | 12    | IQ+1 [ 8 ]     |
| Shouting at Foreigners                                      | 11    | IQ+0 [ 1 ]     |
| Stealth   | 9     | DX-1 [ 1 ]     |
| Streetwise  | 11    | IQ+0 [ 2 ]     |
| Conditional: +2 from 'Charisma' when making Influence rolls |       |                |
| Theology (Jimian)   | 12    | IQ+1 [ 8 ]     |
| Urban Survival  | 11    | Per-1 [ 1 ]    |



Groggy, Devotee of Jimi

**HAND WEAPONS**

| Qty | Weapon      | Damage   | Reach | Lvl(Pry) | ST | Notes | Cost | Weight |
|-----|-------------|----------|-------|----------|----|-------|------|--------|
| 1   | Blackjack   | 1d-1 cr  | C     | 12 (9)   | 7  |       | 20   | 1      |
|     | Brawling    |          |       |          |    |       |      |        |
|     | Punch       | 1d-1 cr  | C     | 12 (9)   |    |       |      |        |
|     | Bite        | 1d-1 cr  | C     | 12 (No)  |    |       |      |        |
|     | Kick        | 1d cr    | C,1   | 10 (No)  |    |       |      |        |
| 1   | Small Knife |          |       |          |    |       | 30   | .5     |
|     | Swing       | 1d-2 cut | C,1   | 11 (7)   | 5  |       |      |        |
|     | Thrust      | 1d-2 imp | C     | 11 (7)   | 5  | [1]   |      |        |

**RANGED WEAPONS**

| Qty | Weapon      | Damage   | Acc | Range  | RoF | Shots | Lvl | ST | Bulk | Rcl | LC | No | Cost | Weight |
|-----|-------------|----------|-----|--------|-----|-------|-----|----|------|-----|----|----|------|--------|
| 1   | Small Knife | 1d-2 imp | 0   | 6 / 11 | 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   | Ordinary Clothes (free for starting characters) |          | 0    | 2      |
| 1   | Penny Whistle                                   |          | .2   | .4     |
| 1   | Personal Basics                                 |          | 5    | 1      |
| 1   | Pouch   |          | 10   | 0      |
| 1   | Religious Symbol (Wood)                         |          | 10   | 1      |

**APPEARANCE**

A scruffy street person, albeit with a strangely commanding air and a piercing gaze.

**POINTS SUMMARY**

|  |   |     |   |
|--|---|-----|---|
| Attributes/Secondary Characteristics                   | [ | 52  | ] |
| Advantages/Perks/TL/Languages/<br>Cultural Familiarity | [ | 48  | ] |
| Disadvantages/Quirks                                   | [ | -46 | ] |
| Skills/Standardised Spells                             | [ | 46  | ] |
| Other  | [ |     | ] |

## DESCRIPTION

You were born and brought up on the streets of Ankh-Morpork, and you never had any breaks. Stuff always goes wrong for you, and you soon learned to keep your head down. In fact, you kept it so far down that you ended up in the Beggar's Guild.

On the other hand, you always had a way with words and people (along with sharp eyes), and you became quite popular with other Guild members. Which would be why the priests of Jimi, God of Beggars, talent-scouted you. You believed well enough, and becoming a priest of Jimi was a way to regularise your standing on the streets.

So now you're a street preacher with credibility. But there's a problem these days; too many new gods showing up on the streets, some of whom don't know their place. Too many crazy cults waving knives around, making trouble for folks like yourself, who've already got troubles enough. Which is why the bigger boys in the Cult of Jimi have stuck you with a crap job; working with a bunch of other priests, using your sharp eyes and street contacts to track down those sorts of problems and make 'em stop. The trick, of course, will be keeping those other suckers between you and the trouble, when the world keeps not working that way.

## NOTES

A scruffy street person who has taken on the task of representing the God of Beggars.