

Name Linebarger, Initiate of Herne Player Point Total 100  
 Ht 6" Wt 8 oz. Size Modifier -6 Age 19 Unspent Points 0  
 Notes A rural gnome who became a priest of Herne the Hunted and was sent on a mission to Ankh-Morpork.

<b>ST</b>	4	[ 0 ]	<b>HP</b>	4	[ 0 ]
<b>DX</b>	12	[ 0 ]	<b>Will</b>	11	[ 0 ]
<b>IQ</b>	11	[ 20 ]	<b>Per</b>	12	[ 0 ]
<b>HT</b>	12	[ 10 ]	<b>FP</b>	12	[ 0 ]

BASIC LIFT 3.2 DAMAGE Thr 1d-5 Sw 1d-4  
 BASIC SPEED 6 [ 0 ] BASIC MOVE 5 [ 5 ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 3.2	BM x 1 5	Dodge 10
Light (1) = 2 x BL 6.4	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 9.6	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 19.2	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 32	BM x 0.2 1	Dodge - 4 6

TEMPLATES AND METATRAITS	
Gnome	[ 18 ]
Basic Move Penalty from Discworld Gnome [-10]; DX Bonus from Discworld Gnome [40]; HT Bonus from Discworld Gnome [10]; Perception Bonus from Discworld Gnome [5]; ST Penalty from Discworld Gnome [-60]; Size Modifier Penalty from Discworld Gnome [0]; Racial Skill Point Bonus (Camouflage) 2 [2]; Racial Skill Point Bonus (Stealth) 4 [4]; Catfall [10]; Damage Resistance 2 (Can't Wear Armor; Tough Skin) [2]; Damage Resistance 15 (Only vs. Falling Damage) [15]; Silence 2 [10]; Short Arms (2 Arms) [-10].	
ADVANTAGES AND PERKS	
Clerical Investment	[ 5 ]
Combat Reflexes	[ 15 ]
Perfect Balance	[ 15 ]
True Faith	[ 15 ]
DISADVANTAGES AND QUIRKS	
Bad Temper (12 or less)	[ -10 ]
Cowardice (12 or less)	[ -10 ]
Curious (12 or less)	[ -5 ]
Duty (To the Faith) (9 or less (fairly often))	[ -5 ]
Easy to Read	[ -10 ]
Stubbornness	[ -5 ]
Can't Run Long Distances	[ -1 ]
Imaginative	[ -1 ]
Likes high-class Uberwaldian beer	[ -1 ]
Mild Paranoia	[ -1 ]

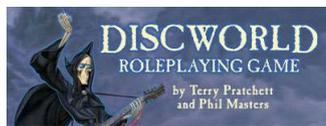
<b>MP</b>			Magery:	[ ]
			Staff:	[ ]

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

DR	TL: 4 [ 0 ]
2 (+15 vs. falling)	Cultural Familiarities
	Sto Plains/Uberwald (Native) [ 0 ]

PARRY	8 (Dagger)	Reaction Modifiers
BLOCK	8 DX	
Appearance: Status: +0		Other: +0
Conditional: +1 from 'Clerical Investment', -2 from 'Cowardice' when from trained fighters, when cowardice matters, -1 from 'Stubbornness'		

SKILLS		
Name	Level	Relative Level
Acrobatics	12	DX+0 [ 2 ]
Includes: +1 from 'Perfect Balance'		
Area Knowledge (The Ramtops)	11	IQ+0 [ 1 ]
Camouflage	12	IQ+1 [ 0 ]
Includes: +2pts from 'Racial Skill Point Bonus (Camouflage)'		
Climbing	13	DX+1 [ 2 ]
Includes: +1 from 'Perfect Balance'		
Diagnosis/TL4 (Gnome)	9	IQ-2 [ 1 ]
First Aid/TL4 (Gnome)	11	IQ+0 [ 1 ]
Hiking	11	HT-1 [ 1 ]
Knife	12	DX+0 [ 1 ]
Parry: 9		
Naturalist (Disc)	11	IQ+0 [ 4 ]
Observation	12	Per+0 [ 2 ]
Physician/TL4 (Gnome)	9	IQ-2 [ 1 ]
Poisons/TL4	10	IQ-1 [ 2 ]
Public Speaking	11	IQ+0 [ 2 ]
Religious Ritual (Hasty Ceremonies of Herne)	12	IQ+1 [ 8 ]
Scrounging	12	Per+0 [ 1 ]
Stealth	14	DX+2 [ 4 ]
Includes: +4pts from 'Racial Skill Point Bonus (Stealth)'		
Conditional: +2 from 'Silence' when moving, vs. hearing only, +4 from 'Silence' when standing still, vs. hearing only		
Survival (Woodlands)	12	Per+0 [ 2 ]
Theology (Sad Dooms of Herne)	12	IQ+1 [ 8 ]
Traps/TL4	10	IQ-1 [ 1 ]



Linebarger, Initiate of Herne

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Bite	1d-6 cr	C	12 (No)			
2	Dagger	1d-6 imp	C	11 (8) 5	[1]	40	.5
	Kick	1d-5 cr	C,1	10 (No)			
	Punch	1d-6 cr	C	12 (10)			

RANGED WEAPONS												Cost	Weight
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
2	Dagger	1d-6 imp	0	2 / 4	1	T(1)	7	5	-1		4	40	.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	Bandages (Gnome-Sized)		1	.2
1	Gnome Clothes (Free to starting characters; negligible weight.)		0	0
1	Holy Symbol (Miniature, Wooden)		10	.1
1	Personal Basics (Gnome-sized)		1	.2
1	Pouch (Worn as backpack.)		10	0

**APPEARANCE**  
A small gnome, clad in the traditional dark green cloak and brown trousers of his calling.

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 35 ]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[ 70 ]
Disadvantages/Quirks	[ -49 ]
Skills/Standardised Spells	[ 44 ]
Other	[ ]

## DESCRIPTION

Growing up in a wooded area in the foothills of the Ramtops, you were thoroughly indoctrinated in traditional gnomish ways - running away and hiding a lot. But although you developed a proper dedication to self-preservation, you also took an interest in the world around you, and a desire to do things your own way which occasionally even overcame your basic gnome instincts.

It seemed to you that there must be more to life than hanging onto it by your fingernails, and in time, you learned that the world has higher powers, Forest folk even spoke of a deity who looked after small furry creatures who were doomed to leave the world with a crunchy squeak - not terribly well, obviously, but Herne the Hunted, it was said, at least *tried* to care. Herne doesn't have much of a cult - not among sapient beings - but he has some followers, and in time you were initiated into his creed, and learned the skills appropriate to a priest. You preached as best you could to other gnomes, despite the way that some of them annoyed you.

But the world was changing, and some gnomes were going off to the big city. This sounded interesting, and you proposed to your fellow priests that you should follow them and take them the panicked cries of Herne. They were strangely happy for you to go. Arriving in Ankh-Morpork, you learned that faiths which lack many followers here - sadly including belief in Herne - tend to gather under the roof of the Temple of the Small Gods. In time, someone managed to convince you to go along with that, somehow.

But although Herne has few devotees in the city, the Temple of the Small Gods has other concerns, such as preventing lost or forgotten deities from making trouble, and tidying up the messier bits around the edges of some pantheons. This caught your interest, even if it does sound dangerous, and you somehow let yourself be talked into getting involved with this work. After all, if no one does anything about some of these things, the whole *world* might end in a crunchy squeak. You just have to make sure that the idiot humans you work with are the ones who end up taking the risks.

## NOTES

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