

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	CURRENT	[ 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	CURRENT	[ 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>	CURRENT		Magery:	[ ]
			Staff:	[ ]

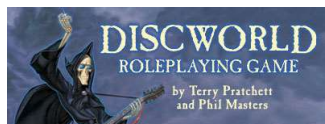
Languages	Spoken	Written
Morporkian (Native Language)	(Native)	(Native) [ 0 ]

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

PARRY	<b>Reaction Modifiers</b>
9 (Blackjack)	<b>Appearance:</b> <b>Status:</b> -1; <i>Includes:</i> -1 from 'Status'
BLOCK	<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
DX	

**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 ]



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**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/ 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

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