

Name Lance-Corporal Clovis  
 Ht 5'9" Wt 165 lbs. Size Modifier 0 Age 31  
 Notes *A slightly jaded Watch patrol leader.*

Point Total 100  
 Unspent Points 0

<b>ST</b>	11	[ 10 ]	<b>HP</b>	11	[ 0 ]
<b>DX</b>	11	[ 20 ]	<b>Will</b>	12	[ 5 ]
<b>IQ</b>	11	[ 20 ]	<b>Per</b>	14	[ 15 ]
<b>HT</b>	11	[ 10 ]	<b>FP</b>	11	[ 0 ]

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

<b>Languages</b>	<b>Spoken</b>	<b>Written</b>
Morporkian (Native Language)	(Native)	(Native) [ 0 ]

<b>DR</b>	<b>TL:</b> 4	[ 0 ]
<b>3</b>	<b>Cultural Familiarities</b>	
	Sto Plains/Uberwald (Native)	[ 0 ]

<b>PARRY</b>	<b>Reaction Modifiers</b>
9	<b>Appearance:</b>
Shortsword	<b>Status:</b> +0
<b>BLOCK</b>	<b>Other:</b> +0
7	Conditional: +2 from 'Sense of Duty (Squad Mates)' when in dangerous situations if Sense of Duty is known, -2 from 'No Sense of Humor', -1 from 'Ham-Fisted' when being tidy or well-groomed matters
<b>DX</b>	

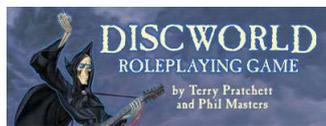
BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1  
 BASIC SPEED 5.5 [ 0 ] BASIC MOVE 5 [ 0 ]

<b>ENCUMBRANCE</b>	<b>MOVE</b>	<b>DODGE</b>
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

<b>ADVANTAGES AND PERKS</b>	
Acute Hearing 2	[ 4 ]
Combat Reflexes	[ 15 ]
Legal Enforcement Powers 1	[ 5 ]
Watch Rank 1	[ 5 ]
Fearsome Stare	[ 1 ]

<b>DISADVANTAGES AND QUIRKS</b>	
Duty (Watchman) (12 or less (quite often))	[ -10 ]
Ham-Fisted -1	[ -5 ]
No Sense of Humor	[ -10 ]
Sense of Duty (Squad Mates) (Small Group)	[ -5 ]
Attentive (+1 to long tasks, but -3 to notice important interruptions)	[ -1 ]
Usually thinks the worst of people	[ -1 ]

<b>SKILLS</b>		
<b>Name</b>	<b>Level</b>	<b>Relative Level</b>
Area Knowledge (Ankh-Morpork)	13	IQ+2 [ 4 ]
Brawling	12	DX+1 [ 2 ]
Criminology/TL4	11	IQ+0 [ 2 ]
Crossbow	12	DX+1 [ 2 ]
Detect Lies	13	Per-1 [ 2 ]
Intimidation	12	Will+0 [ 2 ]
Law (Ankh-Morpork Police)	9	IQ-2 [ 1 ]
Leadership	11	IQ+0 [ 2 ]
Observation	13	Per-1 [ 1 ]
Search	13	Per-1 [ 1 ]
Shortsword	11	DX+0 [ 2 ]
Streetwise	10	IQ-1 [ 1 ]



Lance-Corporal Clovis

HAND WEAPONS							Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes		
	Brawling							
	Punch	1d-2 cr	C	12	(10)			
	Bite	1d-2 cr	C	12	(No)			
	Kick	1d-1 cr	C,1	10	(No)			
1	Shortsword						20	2
	Swing	1d+1 cut	1	11	(9) 8			
	Thrust	1d-1 imp	1	11	(9) 8			
1	Small Truncheon						1	1
	Swing	1d+1 cr	1	11	(9) 6			
	Thrust	1d-1 cr	1	11	(9) 6			

RANGED WEAPONS											Cost	Weight	
Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC No		
1	Crossbow (ST 11)	1d+3 imp	4	220 / 275	1	1(4)	12	7†	-6		4 [3]	7.5	6

**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.*

This sheet printed from GURPS Character Assistant.  
This and other GURPS forms may also be downloaded at [www.sjgames.com/gurps/resources/](http://www.sjgames.com/gurps/resources/).  
Copyright © 2013 Steve Jackson Games Incorporated. All rights reserved.

**ARMOR & POSSESSIONS**

Qty	Item	Location	Cost	Weight
1	Clockwork Pocket-Watch		2.5	.25
12	Crossbow Bolt		1.2	.72
1	Medium Armour	all	26	30
1	Shoulder Quiver		.5	.5
1	Watchman's Hand-Bell		2	2

APPEARANCE

**POINTS SUMMARY**

Attributes/Secondary Characteristics	[ 80 ]
Advantages/Perks/TL/Languages/Cultural Familiarity	[ 30 ]
Disadvantages/Quirks	[ -32 ]
Skills/Standardised Spells	[ 22 ]
Other	[ ]