

Name Constable Ingarsson
 Ht 4' Wt 130 lbs.
 Notes *A solid dwarf copper.*

Player
 Size Modifier -1 Age 30

Point Total 100
 Unspent Points 0

ST	12	[10]	HP	14	[0]
DX	11	[20]	Will	10	[0]
IQ	10	[0]	Per	10	[0]
HT	12	[10]	FP	12	[0]

BASIC LIFT 45 DAMAGE Thr 1d-1 Sw 1d+2
 BASIC SPEED 6 [5] BASIC MOVE 6 [0]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL 45	BM x 1 6	Dodge 10
Light (1) = 2 x BL 90	BM x 0.8 4	Dodge - 1 9
Medium (2) = 3 x BL 135	BM x 0.6 3	Dodge - 2 8
Heavy (3) = 6 x BL 270	BM x 0.4 2	Dodge - 3 7
X-Heavy (4) = 10 x BL 450	BM x 0.2 1	Dodge - 4 6

TEMPLATES AND METATRAITS

Dwarf [27]
 Dwarf ST Bonus 1 [10]; Dwarf HT Bonus 1 [10]; Dwarf Hit Points Bonus 2 [4]; Dwarf SM Penalty -1 [0]; Longevity [1]; Lifting ST 3 [9]; Metalwork 1 [10]; Can't Run Long Distances (Halve time intervals for FP loss when running) [-1]; Considers Dwarf Gender a Very Private Matter [-1]; Personality Change (Gains Bad Temper when drinking) [-1]; Touchy About Height and Beard [-1]; Greed (May be Dwarfish version) (12 or less) [-15]; Racial Skill Point Bonus (Axe/Mace) 2 [2].

ADVANTAGES AND PERKS

Absolute Direction [5]
 Combat Reflexes [15]
 Fearlessness 1 [2]
 Legal Enforcement Powers 1 [5]
 Night Vision 4 [4]
 Watch Rank 0 [0]
 Cold Resistance [1]

DISADVANTAGES AND QUIRKS

Duty (Watchman) (12 or less (quite often)) [-10]
 Hidebound [-5]
 Honesty (12 or less) [-10]
 Sense of Duty (Squad Mates) (Small Group) [-5]
 Distinctive Feature (Dead white hair) [-1]
 Habit (Salutes by wielding his axe and yelling "For the honour of the mine!") [-1]
 Suspicious of People Who Say Little [-1]

MP			Magery: [] Staff: []
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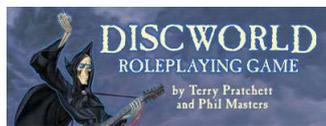
Languages	Spoken	Written
Dwarfish (Native Language)	(Native)	(Native) [0]
Morporkian	(Native)	(Native) [6]

DR 3	TL: 4 [0] Cultural Familiarities Dwarf Culture (Native) [0] Sto Plains/Uberwald [1]
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PARRY 10 Axe/Mace BLOCK 7 DX	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +1 from 'Metalwork' when recognised by other skilled metalworkers, +2 from 'Sense of Duty (Squad Mates)' when in dangerous situations if Sense of Duty is known, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved
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SKILLS

Name	Level	Relative Level
Area Knowledge (Ankh-Morpork)	11	IQ+1 [2]
Armoury/TL4 (Body Armor)	11	IQ+1 [2]
Includes: +1 from 'Metalwork'		
Armoury/TL4 (Melee Weapons)	11	IQ+1 [2]
Includes: +1 from 'Metalwork'		
Axe/Mace	12	DX+1 [2]
Includes: +2pts from 'Racial Skill Point Bonus (Axe/Mace)'		
Brawling	13	DX+2 [4]
Crossbow	12	DX+1 [2]
Current Affairs/TL4 (Ankh-Morpork)	10	IQ+0 [1]
Diplomacy	9	IQ-1 [2]
Forced Entry	11	DX+0 [1]
Interrogation	9	IQ-1 [1]
Knot-Tying	11	DX+0 [1]
Law (Ankh-Morpork Police)	8	IQ-2 [1]
Shouting at Foreigners	10	IQ+0 [1]



Constable Ingarsson

HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
1	Axe	1d+4 cut	1	12 (10U)11	[1]	3	4
	Brawling						
	Punch	1d-1 cr	C	13 (10)			
	Bite	1d-1 cr	C	13 (No)			
	Kick	1d cr	C,1	11 (No)			

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Axe	1d+4 cut	2	12 / 18	1	T(1)	7	11	-3		4		3	4
1	Crossbow (ST 12)	1d+3 imp	4	240 / 300	1	1(4)	12	7†	-6				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.

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ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
12	Crossbow Bolt		1.2	.72
1	Medium Armour	all	26	30
1	Shoulder Quiver		.5	.5

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[45]
Advantages/Perks/TL/Languages/Cultural Familiarity	[66]
Disadvantages/Quirks	[-33]
Skills/Standardised Spells	[22]
Other	[]