

Name Constable Shutter

Player

Point Total 100

Ht 5'11"

Wt 155 lbs.

Size Modifier 0 Age 21

Unspent Points 0

Notes *A UU dropout who's permitted to work a little detection magic when on duty.*

ST	11	[10]	HP	11	[0]
DX	11	[20]	Will	11	[5]
IQ	10	[0]	Per	12	[10]
HT	11	[10]	FP	11	[0]

BASIC LIFT 24 DAMAGE Thr 1d-1 Sw 1d+1
 BASIC SPEED 5.5 [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

Danger Sense	[15]
Fearlessness 2	[4]
Legal Enforcement Powers 1	[5]
Watch Rank 0	[0]
Alcohol Tolerance	[1]

DISADVANTAGES AND QUIRKS

Duty (Watchman) (12 or less (quite often))	[-10]
Pacifism (Cannot Harm Innocents)	[-10]
Sense of Duty (Squad Mates) (Small Group)	[-5]
Truthfulness (12 or less)	[-5]
Dreamer	[-1]
No Staff	[-1]

MP	4	[0]	Magery 0 (Wizardry)	[5]
			Staff:	[]

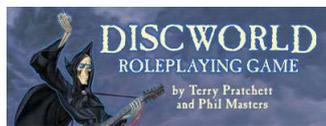
Languages	Spoken	Written
Latatian	(Broken)	(Native) [4]
Morporkian (Native Language)	(Native)	(Native) [0]

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

PARRY	Reaction Modifiers
8	Appearance:
Shortsword	Status: +0
BLOCK	Other: +0
6	Conditional: +2 from 'Sense of Duty (Squad Mates)'
DX	when in dangerous situations if Sense of Duty is known

SKILLS

Name	Level	Relative Level
Alchemy/TL4	9	IQ-1 [4]
Area Knowledge (Ankh-Morpork)	12	IQ+2 [4]
Brawling	12	DX+1 [2]
Criminology/TL4	10	IQ+0 [2]
Crossbow	12	DX+1 [2]
Current Affairs/TL4 (Ankh-Morpork)	10	IQ+0 [1]
Detect Lies	11	Per-1 [2]
First Aid/TL4 (Human)	10	IQ+0 [1]
Interrogation	9	IQ-1 [1]
Law (Ankh-Morpork Police)	8	IQ-2 [1]
Magic (Wizardry)	9	IQ-1 [4]
Magical Form (Magianism)	9	IQ-1 [4]
Observation	11	Per-1 [1]
Search	11	Per-1 [1]
Shortsword	11	DX+0 [2]
Stealth	10	DX-1 [1]
Thaumatology	7	IQ-3 [1]
Standardised Spells		
Analyse Magic	6	[0]
Check Thaumic Flux	8	[0]
Detect Magic	12	[4]



Constable Shutter

HAND WEAPONS						Cost	Weight
Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes		
	Brawling						
	Punch	1d-2 cr	C	12 (9)			
	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 (8) 8			
	Thrust	1d-1 imp	1	11 (8) 8			
1	Small Truncheon					1	1
	Swing	1d+1 cr	1	11 (8) 6			
	Thrust	1d-1 cr	1	11 (8) 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/.
Copyright © 2013 Steve Jackson Games Incorporated. All rights reserved.

ARMOR & POSSESSIONS

Qty	Item	Location	Cost	Weight
12	Crossbow Bolt		1.2	.72
1	Medium Armour	all	26	30
1	Scribe's Kit		2.5	2
1	Shoulder Quiver		.5	.5

APPEARANCE

POINTS SUMMARY

Attributes/Secondary Characteristics	[60]
Advantages/Perks/TL/Languages/Cultural Familiarity	[34]
Disadvantages/Quirks	[-32]
Skills/Standardised Spells	[38]
Other	[]