

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	CURRENT	[0]	MP	4	CURRENT	Magery 0 (Wizardry) Staff:	[5] []			
	11	[20]		Will	11			[5]	Languages				Spoken	Written
	10	[0]			Per	12			[10]	Latatian (Broken)				(Native)
	11	[10]		FP		11		CURRENT	[0]	Morporkian (Native Language)				(Native)
HT	11	[10]						DR	TL: 4	[0]				
								2	Cultural Familiarities					
									Sto Plains/I lberwald (Native)			[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

DR 3	TL: 4 [0]
	Cultural Familiarities Sto Plains/Uberwald (Native) [0]
PARRY 8 Shortsword BLOCK 6 DX	Reaction Modifiers Appearance: Status: +0 Other: +0 Conditional: +2 from 'Sense of Duty (Squad Mates)' when in dangerous situations if Sense of Duty is known

ADVANTAGES AND PERKS

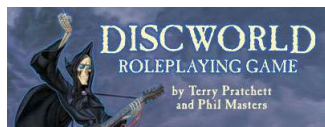
Danger Sense	[15]
Fearlessness 2	[4]
Legal Enforcement Powers 1	[5]
Watch Rank 0	[0]
Alcohol Tolerance	[1]

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]

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]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)ST	Notes	Cost	Weight
	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

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
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.

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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	[]