

Name Arkstore the Boss

Player

Point Total 50

Ht 5'9"

Wt 185 lbs.

Size Modifier 0 Age 35

Unspent Points 0

Notes An entrepreneurial, personable, well-organised business person who shrewdly and preemptively acquired this pub just before Brazenneck College opened.

ST	10	[0]	HP	10	CURRENT	[0]	MP	CURRENT		Magery:	[]
										Staff:	[]
DX	10	[0]	Will	11		[0]	Languages Morporkian (Native Language) Spoken (Native) Written (Native) [0]				
IQ	11	[20]	Per	12		[5]					
HT	10	[0]	FP	10	CURRENT	[0]					

BASIC LIFT 20 DAMAGE Thr 1d-2 Sw 1d
BASIC SPEED 5 [0] BASIC MOVE 5 [0]

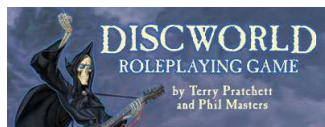
ENCUMBRANCE		MOVE		DODGE	
None (0) = BL	20	BM x 1	5	Dodge	8
Light (1) = 2 x BL	40	BM x 0.8	4	Dodge - 1	7
Medium (2) = 3 x BL	60	BM x 0.6	3	Dodge - 2	6
Heavy (3) = 6 x BL	120	BM x 0.4	2	Dodge - 3	5
X-Heavy (4) = 10 x BL	200	BM x 0.2	1	Dodge - 4	4

ADVANTAGES AND PERKS	
Charisma 2	[10]
Eidetic Memory	[5]
Less Sleep 1	[2]
Lightning Calculator	[2]
Honest Face	[1]

DISADVANTAGES AND QUIRKS	
Pacifism (Reluctant Killer)	[-5]
Post-Combat Shakes (12 or less)	[-5]
Squeamish (12 or less)	[-10]
Attentive	[-1]
Catchphrase: "Do you know how much that cost?"	[-1]

DR 0	TL: 4 [0]
	Cultural Familiarities Sto Plains/Uberwald (Native) [0]
PARRY 8 DX	Reaction Modifiers Appearance: Status: +0 Other: +2; <i>Includes:</i> +2 from 'Charisma' Conditional: +1 from 'Merchant' when buying or selling
BLOCK 6 DX	

SKILLS		
Name	Level	Relative Level
Accounting	10	IQ-1 [2]
Acting	11	IQ+0 [2]
Conditional: +1 from 'Honest Face' when acting innocent		
Brawling	10	DX+0 [1]
Parry: 8		
Current Affairs/TL4 (Business)	12	IQ+1 [2]
Detect Lies	12	Per+0 [4]
Fast-Talk	11	IQ+0 [2]
Conditional: +2 from 'Charisma' when making Influence rolls		
Gesture	11	IQ+0 [1]
Leadership	12	IQ+1 [1]
Includes: +2 from 'Charisma'		
Merchant	14	IQ+3 [12]



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HAND WEAPONS

Qty	Weapon	Damage	Reach	Lvl(Pry)	ST	Notes	Cost	Weight
	Brawling							
	Punch	1d-3 cr	C	10	(8)			
	Bite	1d-3 cr	C	10	(No)			
	Kick	1d-2 cr	C,1	8	(No)			
1	Small Knife						1.5	.5
	Swing	1d-3 cut	C,1	6	(5)	5		
	Thrust	1d-3 imp	C	6	(5)	5 [1]		

RANGED WEAPONS

Qty	Weapon	Damage	Acc	Range	RoF	Shots	Lvl	ST	Bulk	Rcl	LC	No	Cost	Weight
1	Small Knife	1d-3 imp	0	5 / 10	1	T(1)	6	5	-1				1.5	.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	Clockwork Pocket-Watch		2.5	.25
1	Ordinary Clothes (Status +0)		6	2
1	Personal Organiser (Dis-Organiser)		20	2
1	Scribe's Kit		2.5	2

APPEARANCE**POINTS SUMMARY**

Attributes/Secondary Characteristics	[25]
Advantages/Perks/TL/Languages/ Cultural Familiarity	[20]
Disadvantages/Quirks	[-22]
Skills/Standardised Spells	[27]
Other	[]