



Name: Barrington Fonk

Race: Human

Appearance: Still quite young but not really youthful, brown-haired, clean-shaven, and dressed in a coat which looks second-hand on close inspection.

Player:

Ht: 5'8"

Wt: 140 lbs.

Age: 22

Spent: 50

Unspent: 0

CHARACTER SHEET

ST	10	[0]	HP	10	[0]	Basic Speed	5	[0]
DX	10	[0]	Will	12	[0]	Basic Move	5	[0]
IQ	12	[40]	Per	12	[0]	BL	20 lb	(STxST)/5
HT	10	[0]	FP	10	[0]	Thr	1d-2	Sw 1d
TL	4	[0]	SM	+0				

Vision	12	Taste/Smell	12	Death Check	10
Hearing	12	Fright Check	12	Broad Jump	2.33 yd
Touch	12	Consciousness	10	High Jump	1.67 ft

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
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FP	0 FP
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} Immediately fall unconscious; you can no longer lose FP, further FP costs are lost from your HP instead.

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb
* Takes 2 seconds to complete			‡ Double with a running start		
† Takes 4 seconds to complete			§ Lose 1 FP/sec while over X-Hvy enc.		

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
Ground	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

PARRY		PARRY		BLOCK		DODGE		OTHER	
8		8		6		8			
DX		DX		DX		None			
Loc.	DR	DB	HP	#	Loc.	DR	DB	HP	#
Eyes	0	0	2	_____	Groin	0	0	—	_____
Neck	0	0	—	_____	Arms	0	0	6	_____
Skull	2	0	—	_____	Hands	0	0	4	_____
Face	0	0	—	_____	Legs	0	0	6	_____
Torso	0	0	—	_____	Feet	0	0	4	_____

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*
* Conditional: -1 from 'Callous' when past victim, or has Empathy, -1 from 'Stubbornness'

CULTURAL FAMILIARITIES

Name	Pts
Sto Plains/Uberwald (Native)	[0]

LANGUAGES

Name	Spoken	Written	Pts
Morporkian (Native)	Native	Native	[0]

ADVANTAGES

Name	Pts
Indomitable	[15]
Single-Minded	[5]

DISADVANTAGES

Name	Pts
Callous	[-5]
Code of Honor (Professional Journalist)	[-5]
Stubbornness	[-5]
Wealth (Struggling)	[-10]

QUIRKS

Name	Pts
Broad-Minded	[-1]



QUIRKS (continued)

Name	Pts
Delusion (The Temple of Offler runs the Ankh-Morpork Plumbers' Guild)	[-1]
Nosy	[-1]

SKILLS

Name	Level	Relative	Pts
Acting	11	IQ-1	[1]
Carousing	11	HT+1	[2]
Detect Lies	11	Per-1	[2]
Fast-Talk	12	IQ+0	[2]
Observation	12	Per+0	[2]
Photography	13	IQ+1	[4]
Shouting at Foreigners	12	IQ+0	[1]
Stealth	10	DX+0	[2]
Writing	12	IQ+0	[2]

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[40]
Advantages, Perks	[20]
Disadvantages, Quirks	[-28]
Skills, Techniques	[18]

Total Points Spent:

50

Unspent Points:

0

Name	MELEE ATTACKS			Damage	Reach	ST	LC	Notes
	Skill	Parry						
Bite	10	—		1d-3 cr	C	—	—	
Kick	8	—		1d-2 cr	C,1	—	—	
Punch	10	8		1d-3 cr	C	—	—	

EQUIPMENT			
Qty	Item	Cost	Weight
1	Basic Suit of Clothes (Starting characters receive these for free)	0	2 lb
1	Iconograph (Adequate model, costing AM\$3)	60	3 lb
30	Iconograph supplies for 1 picture (Each picture costs c.AM\$0.10)	60	1.5 lb
1	Ready Cash: AM\$1.50	30	1 lb
1	Salamander Fitment (Attaches to Iconograph)	10	8 oz
2	Salamanders (With cages)	40	1 lb

NOTES	
<p>You're a native of Ankh-Morpork - well, one of the duller satellite villages - who has lately discovered a few things - starting with the development of an appealing new profession, to wit, <i>journalism</i>. This struck you as very interesting, especially as it could be combined with photography, a topic which you had already begun to master as a hobby. You're a great admirer of both William de Worde and Otto Chriek, seeing that pictures and words together have much more than twice the power of either alone.</p> <p>Unfortunately, despite your dedication, skill, and professional instincts, you haven't landed a permanent job in the profession yet - you're still freelancing, and hence you are often pushed for funds. (For some reason, your attempts to expose how the devious cult of Offler has taken over the plumbing business - working from the sewers up - don't seem to help.) Still, you're determined to get on in the profession, and digging into a few juicy murders or devious aristocratic plots should help you reach your goal. You certainly won't let anyone deflect you with dubious double-talk or threats. That would be bad journalism.</p>	